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TRANSPORTATION COMPANY
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8·10·04
Do you need a hand?
Nah, I'm fine thanks
Be afraid, be very afraid.
Who's the scary one on the end?
?
Nice body, do you work out?
Multi Player
Anyone seen the onion?
I may be small, but I'm fast
Come with me to search for treasure
www.nintendo.co.uk
One...Two... Three... Lift.
CAPTAIN OLIMAR



Come with me to search for treasure
LOUIE
Do you come here often?
I'll just sit here for a while
Ouch.
I should take up wrestling with my physique.
Pikmin getting lazy? Spray them with Ultra spicy Spray to give them a power boost (Made from red berries)
Yeah, feel my muscles. Burp.
SSSsss
I'm toxic baby.
Yeah i just poisoned it.
Look into my eyessssss.
Are you alright?
Nintendo

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INDEPENDENT NINTENDO GAMING

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LIVE FOREVER

Hello! Welcome to issue 99 of the greatest, most entertaining and mildly modest Nintendo magazine there is. So much has happened in the past 98 months that it's hard to remember it all right now. Best give us a few more weeks to do that – check back next issue when we'll be looking at some of Nintendo's greatest achievements (and the odd error) in our ram-jammed 100th issue celebratory collector's edition special.

We're the Sean Connery of Nintendo magazines and although collectively, we've been in the business of writing about Nintendo gaming for almost 30 years, we can still feel that tangible atmosphere of excitement in the air. Nintendo DS? It's only a month away and once again we're keeping our promise of delivering the most comprehensive info we can on this promising sytem.

And then there's the coming season. The genius that is *Pikmin 2* anyone? Don't mind if we do. The stunningly inventive *Paper Mario 2?* Oh, go on then. A bit of *Metroid Prime 2* for pudding? Well, if you're twisting our arm. You'll find all three (and more) on your two-hour DVD of pure, unadulterated, gameplay footage.

As if that wasn't enough, we've got the usual blend of sarcasm, dry-wit, brutal honesty, downright idiocy and that small matter of *GTA Advance*. You really don't deserve us. No. Really.

Team NGC
NGC@futurenet.co.uk



TURN TO PAGE 8
To see the games crammed onto your free DVD!

SUBSCRIBE TODAY!
Go to page 112, where for a small amount of cash you can get three free issues and a free joypad. No excuses now!



WHY WE'RE No.1 FOR

NGC's the result of over a decade of gaming genius – so you're the best-informed Nintendo gamer around.

■ First there was the SNES, and Super Play came out alongside it – fanboys rejoiced.

■ A new machine meant a new magazine – but one with the same high standards.

■ Now we've got Gamecube, and you've got **NGC**. That's 12 years of Ninty love right there.



DONKEY KONGA

FUNKY NUTS!

Check out the European version of DK's latest – with new choons.

MARIO TENNIS

NEW BALLS PLEASE!

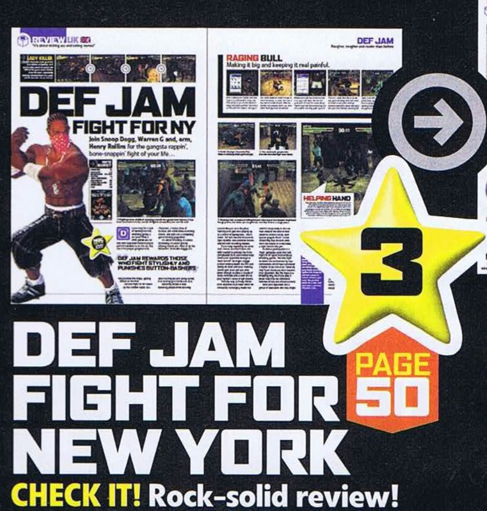
Nintendo sneaked this one quietly out at Gamestars Live and Leipzig. Did you try it?

DONKEY KONGA

Why you'll go ape for Nintendo's bongo-sim (even though Diddy's in it…)

MEET ENJiKi

We've moved into a plush new office this month. The tricky part was deciding what to take with us. Paul's clogs? Check. Mim's reader-supplied collection of Furry toys? Check. Geraint's 'special' books? Check. Unpacking at the other end was more of a chore, though – if only we could remember which crate Enjiki was in… Oh well…



3 PAGE 50

DEF JAM FIGHT FOR NEW YORK

CHECK IT! Rock-solid review!

4 PAGE 62

PIKMIN 2

DOUBLE THE FUN! Ten reasons why you need Nintendo's fun-packed sequel – plus some bonus tips on page 78!

5 PAGE 18

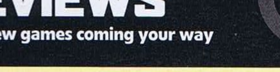
LEIPZIG GAMES FAIR

WAS IST DAS? We visit Europe's biggest games fair and throw some questions at Nintendo.

WHAT'S IN NGC?

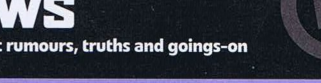
Enough to keep you busy for weeks...

PREVIEWS



Amazing new games coming your way

NEWS



The latest rumours, truths and goings-on

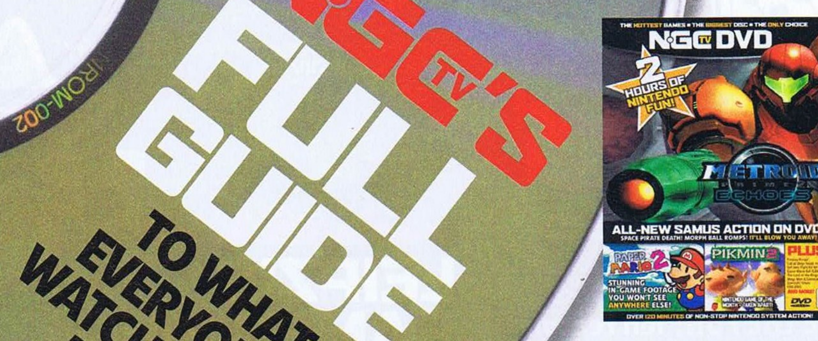
EXTENDED PLAY

Getting more from your favourite games

REVIEWS



Ways to blow your hard-earned cash



- Over two hours of crisp action!
- This winter's biggest Nintendo games!
- Loads of stunning in-game footage!
- Bonus features section with even more games!
- Everything you need!

ON THE DVD

EVERY NEW GAME THAT MATTERS - RIGHT HERE!



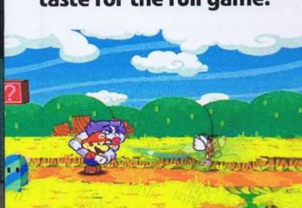


SAMUS IN ACTION!

Metroid Prime 2 blasts across your TV screen! Full-screen space pirate death right here…

MARIO'S ON A QUEST…

… in the Japanese version of *Paper Mario 2*. We've picked some scenes to give you a taste for the full game.





MORE IN-GAME ACTION THAN ANYONE ELSE!



ATTACK! ATTACK!

We build Olimar an angry vegetable army in *Pikmin 2*…



DONKEY KONGA

A sample of the bongo action coming your way very soon.





EASY DVD

Navigating your DVD couldn't be simpler. You'll see the main three games waiting for you – highlight them to be taken to their own menus. There's also an extra section full of other titles. Fancy seeing it all in one non-stop session? There's even an option to do that…

YOUR DVD CONTENTS

METROID PRIME 2: ECHOES

Our resident *Metroid* king, Geraint, takes you from Samus' touchdown to her first venture into the dark world. You'll get to see your first moments on Aether, your first battle with the space pirates and the discovery of the inter-dimensional portal that takes you to the alternative dimension. The last part of the footage takes you to your first encounter with the deadly Ing. And there are less than two months to go before you can play the finished game!

PAPER MARIO 2: THE THOUSAND YEAR DOOR

So we're just giving you a taster of the game's delights, rather than revealing its secrets, we've picked out moments from the journey up to the game's first boss. We show you how some of the basic paper themes and puzzles can work, as well as some of our favourite visual effects. Don't worry – we've not put any spoilers in there! We've also included quite a few battles in the footage which, we hope, gives a pretty accurate depiction of the kind of experience you can expect.

PIKMIN 2

This month's biggest Nintendo game – let our footage get you in the mood, then run out and buy the game. Go on, run – it's a game worth getting nice and sweaty for. We show you various features of the game – including some explosive two-player battles between Marcus and Kittsy.

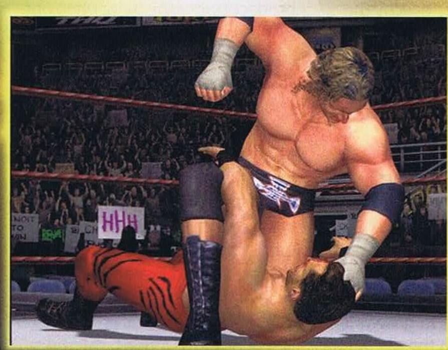
BONUS FEATURES

Donkey Konga
Call of Duty Finest Hour
Def Jam: Fight for NY
Super Mario Ball (GBA)
FIFA 2005
Mega Man X Command Mission
StarCraft: Ghost
The Lord of the Rings: The Third Age
Shark Tale
The URBZ
TY the Tasmanian Tiger 2
Bad Boys II
GoldenEye Rogue Agent

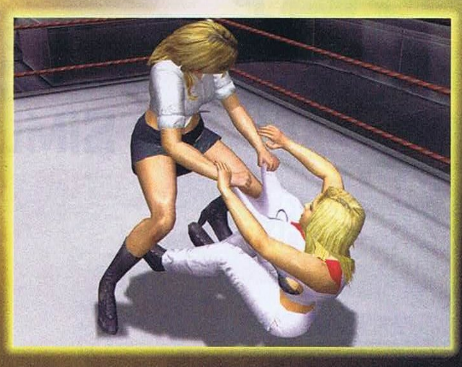
MAKES OTHER DISCS LOOK SMALL AND INADEQUATE, DOESN'T IT?

NGC TV WILL RUN ON PAL DVD PLAYERS AND DVD-ROM DRIVES. IT WON'T RUN ON A GAMECUBE. OR GBA.

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New detailed models and crowd environments with dynamic lighting and pyrotechnic effects featuring TV-style presentation.

BRA & PANTIES

For the first time in a WWE GameCube product, choose your favourite WWE Divas and go head-to-head in the famous Bra & Panties Match.

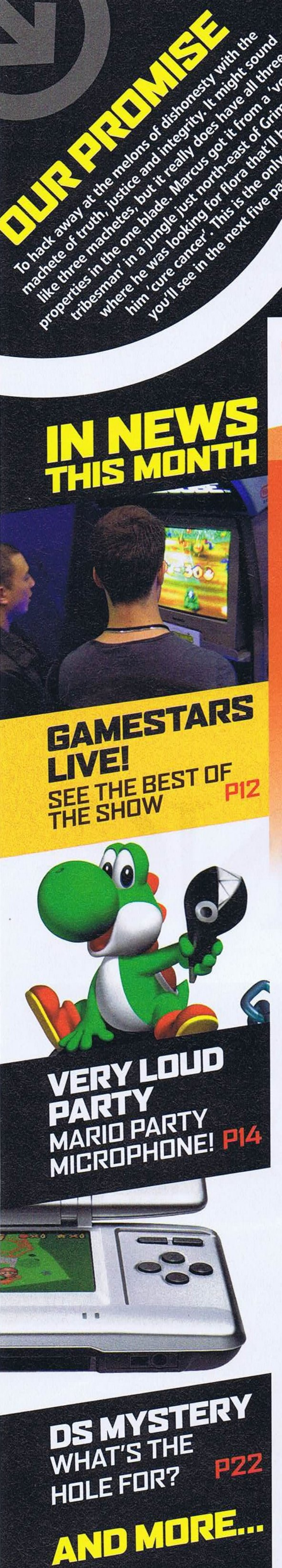














GTA ADVANCES!

grand theft auto

ROCKSTAR'S CRIME SPREE SIMULATOR HITS THE SMALL SCREEN.

Nope. Not *exactly* the Grand Theft Auto we would have liked – but there's no denying that the GBA is the perfect platform to receive a slice of retro (is it old enough to call it that?) GTA action.

So, what can you expect from this portable *Grand Theft Auto?* Well, from the screenshots you can probably work that one out for yourselves. It'll feature the free-roaming gameplay we've grown to love and revert back to the old 2D scaling effects of its PSOne predecessor – the view pans out when you're travelling quickly, and zooms in when you're travelling slowly, or on foot.

Naturally, extreme violence will be the order of the day. You'll be gunning down innocent civilians (should you be so inclined), attacking rival gangs with baseball bats (and all manner of shotguns, uzis and pistols) and generally driving around like a lunatic, emulating the bewilderingly desirable gangster lifestyle. Much like in other GTA titles, the more ruthless you are, the harder it'll be



A HOB-NOB WITH NoE

Gamestars Live 2004 – and we're in a brightly lit room with Nintendo, about to probe them with our searching questions. They crack open a packet of biscuits for us. It's all rather more civilised than we're used to, and we blink in confusion. Must. Stay. Focused. And so the interview with Shelley Pearce, Nintendo's of Europe's Head of PR begins...

Seeing as nearly every first-party Nintendo game comes from Japan and the US, what, exactly, is Nintendo of Europe's function?
Our headquarters in Germany acts as a central hub of information for the whole of Europe, with marketing and distribution being our primary function.

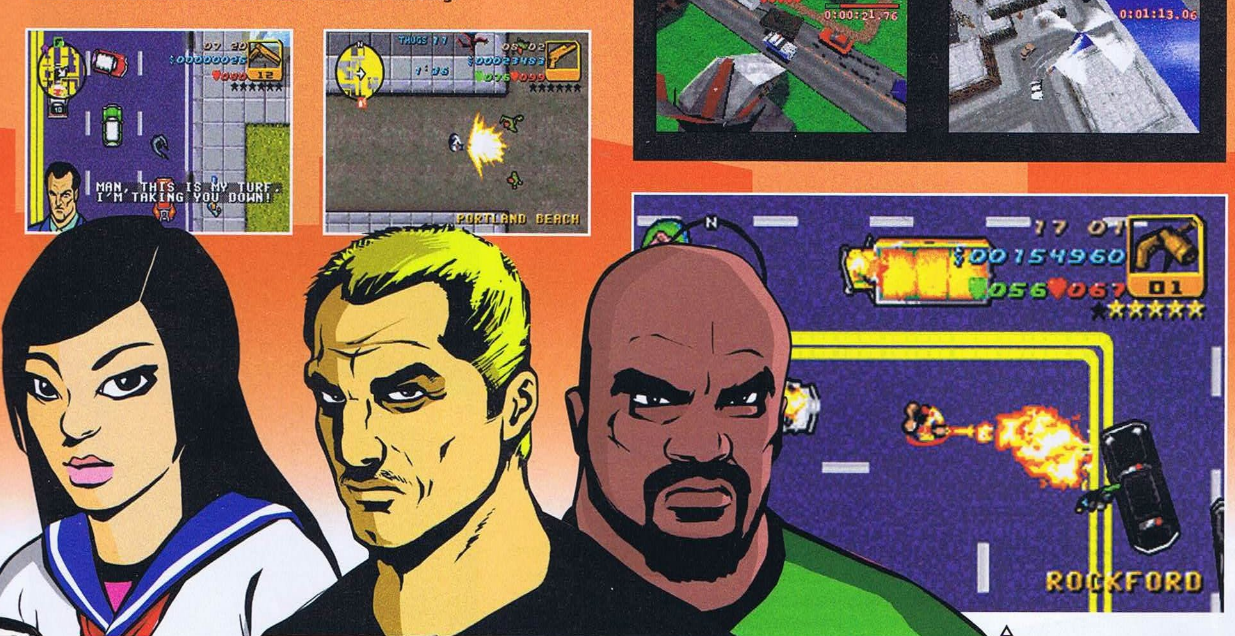
So do Nintendo of Europe ever instigate anything creative?



△ It should look a whole lot better when it's moving.

TURF WAR!

Muscling in on *GTA Advance's* territory comes Zoo Digital's *Payback*. It's a similarly themed game revolving around stealing cars and other criminal activity, the main difference is that it's a 'proper' 3D game viewed from above. Technically, it seems pretty impressive, although we've only played it for a very short time just before sending this issue to the printers and so can't judge it properly yet. We suspect there may be a few frame rate issues later on, and the cities (although there are more of them) don't seem particularly large. We'll bring you full reviews of both games (maybe in some kind of a 'head-to-head') next month…



△

to avoid the long arm of the law – which will mainly consist of kamikaze panda car drivers and trigger-happy officers.

> **LIBERTY CITY WILL BE ROUGHLY THREE TIMES THE SIZE OF THE ONE IN GTA3**

As ever, there'll be side-missions aplenty, offering the opportunity to drive taxis, ambulances and fire engines or participate in street races. These help break up the main single-player story which, this time, revolves around avenging the murder of your mentor of criminality. Impressively, the Liberty City of the Advance game will be roughly three times the size of the one found in *GTA3* (in terms of landmass) giving you plenty of opportunity to get completely and utterly lost.

One of our primary concerns is that we haven't really been well treated when it comes to handheld GTA games. The Game Boy Color versions, for example, although mildly entertaining, were riddled with frustrating bugs – like getting your vehicle stuck in the environment (forcing you to quit out of the game), and an irritating lack of focus in the game's design that left you totally clueless as to where you should be and what you should be doing when you get there. Hopefully, this forthcoming effort will have undergone enough play-testing to iron these kinds of niggles out – although we're holding our breath on that one because we won't receive review code until it's out in the shops.

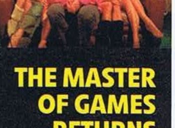
We're hoping this won't follow the trend of 'sneaked out' games by turning out to be a bit on the wonky side. Fingers, arms, legs – *everything* crossed.

SHORT CUTS



ADVANCE WARS RUMOURS

While snooping around Kuju's tiny presence at EGN we noticed a cardboard standee outside saying 'CUBE WARS'. Given that the NES Wars game had 'Famicom' as its prefix and the GBA games have 'Advance', we're wondering if *Under Fire* will undergo a name change at some point. Maybe. Another rumour is that *Under Fire* may use Nintendo's new microphone to allow players to bark orders at their troops. Good to see Kuju aren't making *too* many changes then… <*sigh*>



THE MASTER OF GAMES RETURNS

Sort of. Dominik Diamond returns to our screens to deliver as many joystick-related euphemisms as his imagination will allow. He'll be hosting a new show called When Games Attack that starts on Bravo in November – replacing Gamepad. Produced by Gamer.tv, you can expect the location reports, celebs and humour that made GM so great.

We have Mario Club, which acts as a kind of resource for publishers. They submit their games and Mario Club will give them feedback about how good their game is and suggest any changes that need to be made.

We also have a big localisation department that's responsible for translation – but we're never responsible for the physical process of *making* any games.

Can you see this changing over the years?

Unlikely, to be honest. We've got great development studios in Japan – we've just opened up a new one in Tokyo – and so that's where the creative pool is. So in the short term, no.

We're quite happy with the games they're producing (laughs) and we've got plenty to be getting on with here!

Gamecube turned three this year – a decent age for a console. What lessons have you learned from this generation?

Well, we've certainly learned the importance of relationships with third-parties publishers.

It's an area we weren't so strong at with the N64 and it's an area where we've been considerably better with Gamecube – we've put a lot of work into this, especially in Europe. You can see the results of this with the amount of support we have for Nintendo DS. We've already got over 120 games planned and in development for the system.

Is there anything you feel you could have done better?

We should have embraced third parties earlier so there were more games out earlier in its life cycle. In hindsight we should maybe have launched with the black Gamecube. It's been a far more popular colour – and perhaps purple really wasn't the right decision…

GAMESTARS SUCCESS FOR NINTENDO

Pier-themed stand the hit of biggest UK show...



here were two locations competing for our attention at this year's London Games Week, which ran from August 30 to September 5. On the one hand we had Gamestars Live and EGN at the Excel Centre – the first being a loud, open-to-the-public event (if you had the 12 quid entrance fee) the other a business-type affair, all meeting rooms and suits. The other option was ECTS at Earls Court, which we reckon was as quiet as a morgue in comparison. After a quick go on *Resi 4* we decided to leg it before the undead closed in on us. And we're not talking about the game.

Suffice to say, Gamestars was where it was all 'at'. The focus for us was the Nintendo Pier, where the main attraction was the coconut shy-themed *Donkey Konga* stand. Pleasingly bustling for the duration of the three-day show, it was obvious that people were warming to the idea of bongo action. Elsewhere was a gloomy *Metroid Prime 2* room that, again, had a constant stream of people sampling what was on offer. Unfortunately there was no DS on show. Instead there was a fortune teller's booth featuring a dubbed Shigsy talking about the device, capped by a re-edited trailer of some of the footage seen at E3. A touch disappointing, but forgivable given that DS isn't out until next year.



All in all, the pier was a vast improvement on last year's laughable *Mario Kart* event in the ECTS car park. Nintendo's stand got plenty of attention, there was a good spread of games, ranging from *Final Fantasy 1&2* and *Paper Mario* to more immediate games like *Mario Golf* and *Pikmin 2*, and all were well presented in their own areas. At a time where Nintendo need to get their products into the hands of gamers, it was all very encouraging. If you made it to the show we're keen to hear your thoughts.





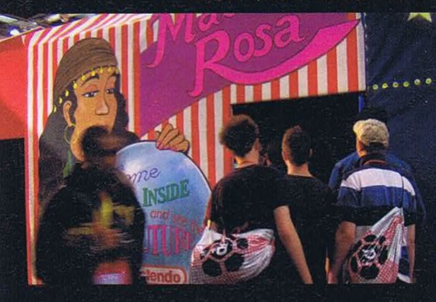
Apart from the leg-breaking incident and the bit where Kittsy told the show organiser that 'it's a bit quiet in here'. To his face...

MARIO TENNIS
Watching Geraint get soundly thrashed by Kittsy time and time again – before listening to him whinge all afternoon that it was because of the – get this –'biased camera' that favoured Kittsy over him. Pitiful.



MINISH CAP
Strangely hidden away in the Metroid booth, this looked 'really, *really* nice' – as Kittsy explained when he got his ass handed to him by a boss. Loads of lovely, detailed artwork and... er... a talking bird-hat.

CHEEKY OL' SHIGERU
Hidden away in a seedy little tent, beaming out of a flat-screen TV, was Shigsy's grinning face, mouthing out a badly-dubbed DS speech. Ah, Shigsy. How much we love you. How much we want to- (*That's enough* – Ed.)



STUPID FACES
The gormless, doe-eyed stares of concentration as Nintendo fans lined up to 'bang their bongos', flapping out tongues like drugged slugs from their slack-jawed mouths. Don't make us show the photos now...



CELEBRITIES WE MISSED
Spencer from EastEnders, Kelly Brook and Paula Radcliffe – rumours hinted that she was going to make an appearance, but it seems like she didn't *quite* make it. No sign of her in the gutter, either.

Our main concern's been the quality of Nintendo's marketing campaigns in Europe and the way Gamecube is marginalised both in the mainstream press and shelf-space in game stores...

The marketing side is down to taste. We've had some strong campaigns and some average ones.

With Gamecube, perhaps we've been guilty of being a little schizophrenic – having lots of different, separate campaigns rather than one all-encompassing one. But then when you look at the different kinds of product we create, it's difficult.

We have loads of Mario games coming up this Christmas – for which we're planning a strong Mario-themed campaign – and then on the flip side we have *Metroid*, a very different kind of game and so we have to be very different creatively. We have to be very focused in the way we target these products.

As for the retail side, we have faced challenges. With three consoles in the market and only so much shelf space it's always going to be difficult. In some stores we do better than others and we work very hard to maintain that space – working with retailers to push GBA to the front of stores, for example.

David Gosen (ex-head of Sales and Marketing at NoE) talked about Microsoft forcing the transition to the next generation early and Nintendo has also spoken about bringing Revolution to market at the same time as its competitors. Are you still sticking to this?

The key thing for us – and Sony – is that this is the point in a console's cycle where we make money.

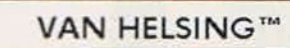
We have a strong installed user base and developers are happy and familiar with the system. You know, it just doesn't make business sense to just to just stop supporting a console and bring in the next generation just for the sake of it.



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Get in the cockpit and place your hand firmly on the joystick, as you aim to rule the skies.

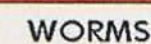
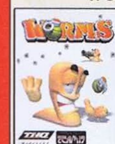
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Get in, get out and get even. Join Charlie and the rest of the gang in this Mini adventure.

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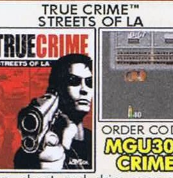
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Your city is under threat from meteors! Launch high-powered missiles to take them out!

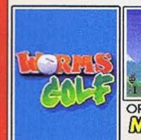
MOTOGP™ ULTIMATE RACING TECHNOLOGY 2

ORDER CODE: **MGU307 MGP2**
Ride your high-powered racing machine to the top of the podium on a number of realistic circuits.

TRUE CRIME™ STREETS OF LA

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Run, shoot and drive your way through the mean streets, as you prove that crime doesn't pay.

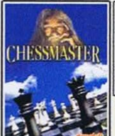
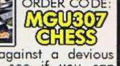
DRIV3R™

ORDER CODE: **MGU307 DRIVER**
DRIV3R on your mobile! Play as Tanner on the city streets of Miami, Istanbul & Nice.

WORMS GOLF

ORDER CODE: **MGU307 WG**
The ball is a grenade, the enemy Worm's tied to the pin, get the ball in the hole to see what happens.

BLOCK BREAKER DELUXE

ORDER CODE: **MGU307 BLOCK**
Destroy all the blocks through 30 levels of intense arcade action. Loads of features.

CHESSMASTER™


ORDER CODE: **MGU307 CHESS**
Pit your wits against a devious opponent and see if you can become a grand master

ANNO 1503

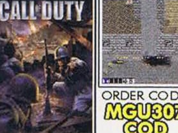
ORDER CODE: **MGU307 ANNO**
Enter the world of strategy hit Anno 1503. As pirate or explorer embark on the adventure of your life.

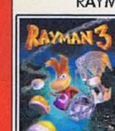
PRINCE OF PERSIA: SANDS OF TIME

ORDER CODE: **MGU307 SANDS**
Control the movement of time and save the day in this update of the classic platform adventure.

PRINCE OF PERSIA® HAREM ADVENTURES

ORDER CODE: **MGU307 POP**
The classic platformer comes to your mobile. Battle your way past deadly traps and fiendish puzzles.

CALL OF DUTY

ORDER CODE: **MGU307 COD**
Make your country proud by killing the enemy menace, in this exciting World War II game.

RAYMAN® 3

ORDER CODE: **MGU307 RAY3**
Stop the hoodlums from causing too much havoc in Rayman's latest adventure.

CONNECT FOUR

ORDER CODE: **MGU307 C4**
Connect Four's simplicity combined with multiplayer addictiveness is an unmissable

SOLITAIRE

ORDER CODE: **MGU307 SOL**
The cards are on the table, and it's up to you to take them all off again. Can you deal?

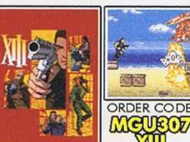
FRUIT MACHINE
ORDER CODE: **MGU307 SLOT**
An amazing fruit machine simulator giving you the thrill of gambling without losing your shirt.

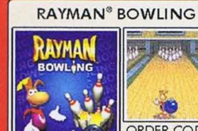
TOM CLANCY'S® SPLINTER CELL PANDORA TOMORROW

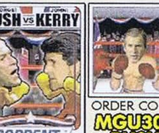
ORDER CODE: **MGU307 PAN**
Sam Fisher is sent in as a terrorist threat is looming over the world, so once again

TOM CLANCY'S® SPLINTER CELL

ORDER CODE: **MGU307 SCELL**
As Sam Fisher, you'll have to use all your skill to take down the terrorists, just don't get caught.

XIII

ORDER CODE: **MGU307 XIII**
Stop the terrorists and solve your own personal identity crisis, in this high action shooter.

RAYMAN® BOWLING

ORDER CODE: **MGU307 RAYB**
Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

BUSH VS KERRY

ORDER CODE: **MGU307 BUSH**
Now's your chance to really fight the election with the first and only mobile political boxing game.

SHARK HUNT
ORDER CODE: **MGU307 SHARK**
Hunt the five deadliest sharks on the planet. Select your bait, wait for a bite and then fight to reel it in.

PUB DARTS

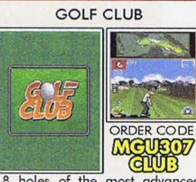
ORDER CODE: **MGU307 180**
Step up to the oche and test out your darts skills. Have you got what it takes to score 180?

STEVE DAVIS SNOOKER

ORDER CODE: **MGU307 STEVE**
Snooker loopy fun with the 6-time world champ. Try to get the No. 1 rank or just play Steve's trick shots.

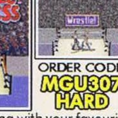
EUROSPORT™ HORSERACING

ORDER CODE: **MGU307 RACE**
Race as a top jockey in this fantastic horse racing sim. Do you have what it takes to be champion?

GOLF CLUB

ORDER CODE: **MGU307 CLUB**
18 holes of the most advanced Java golf game yet. 3D views, weather and multiplayer modes.

SKATE & SLAM™

ORDER CODE: **MGU307 SK8**
Feeling a little board? Get this game on your mobile, and start busting some gnarly tricks.

WWE™ MOBILE MADNESS: HARDCORE

ORDER CODE: **MGU307 HARD**
Step in the ring with your favourite WWE superstars and prepare to lay the smack down!

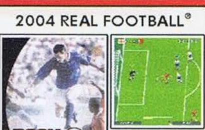
FOX SPORTS TRACK & FIELD'04
ORDER CODE: **MGU307 TRACK**
Go for Gold! Compete in four Track & Field events: Javelin, Long Jump, Hammer Throw and Hurdles.

PAT CASH PRO TENNIS

ORDER CODE: **MGU307 CASH**
If you love tennis, then why not try this ace tennis game and you're sure to be a smash hit.

CRICKET WORLD CHAMPIONSHIP
ORDER CODE: **MGU307 ONEDAY**
The thrills and excitement of cricket on your mobile as you bat your way to victory, cricket at very its best.

MOBILE SOCCER MANAGER
ORDER CODE: **MGU307 MAN**
Take your team to victory. Train your team, control your budget, seek sponsorship and much more.

2004 REAL FOOTBALL®

ORDER CODE: **MGU307 REAL**
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SCREAM IF YOU WANT TO SHOOT FASTER

It's the Mario Party that makes you want to shout…



Well, *all* Mario Parties make you want to shout – unfortunately, rarely in a good way. But for the sixth iteration in the super-stale board and minigame bonanza, Hudson and Nintendo have collectively come up with a refreshing twist for the series (and for our money, it's about time). Apparently, *Mario Party 6* will come with a microphone attachment (excited yet?) that allows you to bellow commands at the game.

Quite how this will work is anyone's guess, but there are a couple of examples we know about, like shouting to launch missiles at opposing players, using the microphone for an in-game quiz (presumably to shout the answers) or to recall names for a memory game. We'd imagine that there are plenty of other uses for the device, but we sincerely hope they involve something more than shouting 'Launch', which, let's face it, could just as easily be done using the 'A' button. Still, any big change to the series can only be a good thing.

Pleasingly Hudson seem to have taken on board some of the main criticisms of the game, by substantially speeding up the board game sections (so you don't have to wait so long for a minigame to crop up) and including a night-day cycle to each of the boards, which influences the kinds of games you can access. Chuck in over 80 new minigames and a batch of super-rare ones that can only be accessed when you meet specific criteria and you're looking at… at, er… another *Mario Party* sequel.



"MARIO PARTY 6 WILL COME WITH A MICROPHONE ATTACHMENT THAT LETS YOU BELLOW AT THE GAME"

OI! RAT-FACE!

Nintendo's last foray into the seedy world of voice recognition was *Hey You, Pikachu!* – a curious little pile of excrement that had you talking in an American accent so you could watch Pikachu poison Bulbasaur with Onion Soup. Amusing – but still rubbish.



Our friends over at Xbox are keen to move on to the next generation – there's a very different business model there.

On the flip side, we've stated that we wouldn't be the last to market this time. We obviously have a plan for when we'd like to launch our new product but we don't know what their plans are. We're still confident that we'll be ready when everyone else is ready.

When do you see the next generation happening?

In an ideal world Gamecube will have another couple of years yet.

We've got amazing products lined up, with *The Legend of Zelda 2* – as we're calling it now – being one example, but that's just a taster of the kind of things we're working on. We feel it's too early to be talking about the Next Generation.

So how about DS – that'll be due in spring of next year, right?

Yes. It's definitely making Japan and America this year and Spring next year for Europe – and that's a very realistic time for us. Being a few months behind Japan and the States we won't have problems with stock and we'll have a stronger software line up.

And who, exactly, will you be aiming DS at?

We've talked a great deal about DS being our 'third-pillar' but we do see it co-existing alongside GBA. When we first launch DS we'll be targeting the hardcore gamer – the kind of gamer that will be looking to adopt at launch. We'll then try to expand the market to the millions of people who may not have sampled GBA.

Do you see PSP as a threat?

We don't know what Sony's current plans are, but we suspect PSP's going to be a premium price product. I think that when you have two portable machines people are always going to compare them – it's human nature. Ultimately, though, they're very different products. With Nintendo DS, it's not just about a better looking



IN THE PINK

This rubbish really gets up our nose.



Don't get us wrong, there's nothing wrong with a pink GBA. And there's certainly nothing wrong with targeting the huge and (as yet) untapped female audience. But you need to do it right. You need to give it a little thought. You have to make sure it's not going to be marketed by people who don't seem to know what girl gamers really want.

"Out with the shoes, bags and earrings and in with the games console!" reads the nauseatingly patronising press release. "A new breed of Gadget Girl is emerging…". (You mean there's an 'old' breed of 'Gadget Girl'?) "Already a hit with Kate Moss, Claudia Schiffer and Christina Aguilera…" (Oh, *those* 'Gadget Girls. Silly us.) "The Game Boy Advance SP Limited Pink Edition is small enough to slip into handbags everywhere…" (*Dies.*)

Honestly. To think someone approved this. To think that they believe in order to get girls into gaming you need to pimp the GBA into the clammy hands of celebs while comparing the device to 'a compact mirror' is, in our eyes, disgraceful. Maybe it's all supposed to be in good humour – 'tongue in cheek' if you will. But there's no denying it all reeks of *Barbie's Horse Adventure.* And we don't like it one little bit.



SPIN ON THIS

New shots of Kururin Squash…



We touched on this a little last issue, but we don't think many of you were listening. So we're going to say it louder this time. **It's a GC update of the GBA oddity called *Kuru Kuru Kururin*, which involved guiding a stick around a maze to a goal at the end.** If your stick banged against the walls you lost some life. Hit the wall three times and it's game over. In many ways you could compare it to *Super Monkey Ball*, only with a rotating rod instead of a ball, and it was a brilliantly designed game that could be extremely addictive to the dedicated time trialer.



However, it seems the Gamecube version is going to be a little bit more complex. Level furniture like bouncers and healing zones and springs that change your rotational direction will return, but this time with some new additions. Power-ups will be available, like using spring-mounted boxing gloves to bash through obstacles, or paddles to let you spin under water. There will also be boss encounters for you to tackle and, best of all, four-player modes like races and coin collecting challenges to play through. We'll have a review of the Japanese version next month.



△ It doesn't look much, but we're sure it'll be a winner.

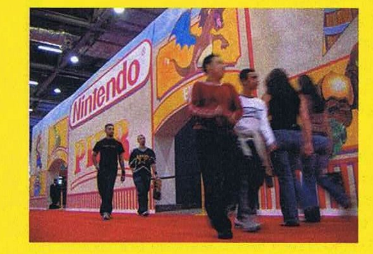
SHORT CUTS

MORTAL KOMBAT

(Or *MK: Deception* as it's known) was supposed to be canned for Gamecube – but Midway seem to have resurrected it. There is a downside though: it won't be coming out in Europe. So if you're hankering for some *MK* lovin' then you had better get yourself equipped with a Freeloader. It's a bit of a shame, really, as the first Gamecube iteration wasn't too bad and this one's looking to be something of an improvement. Ah well.

GBA PRICE DROP

The US recently cut the price of GBA to around $70, fuelling speculation that the same might happen over here. We asked Nintendo about this and they gave us the old "we've not confirmed anything yet" line. (They're so charming when they do that.) Anyway, the rumour is that we- STOP PRESS! Actually, scrap that first bit, as turns out that NoE have dropped the price (about a couple of hours before we sent the issue) so it's GBA SPs all round for £70 then. WOOT! As, er, some people might say.



screen but with the same old gameplay and ports from home consoles, it's about bringing something completely different, something completely unique – and this is how we'll remain successful. Our friends are going to have a quite a challenge on their hands with that one! (laughs).

At last year's E3 there was a real focus on the GBA and GC link. This year it seems to have been swept under the carpet…

It's something Nintendo have worked on for a while but it hasn't really been embraced by the development community. It's something that Nintendo is continuing to work on, though. You'll certainly see connectivity in whatever for that will be included in future consoles.

Finally, where do you see Nintendo in two years' time?

DS will be flying off the shelves and we'll probably wowing you with something different!

Mr Iwata's talked about revolution, about changing the way you play games. It's going to be very different. Very exciting, very new. It's not just about faster boxes showing better graphics. Visually, the games that are out there now are stunning and of course the quality is never going to go *down* – but we need to create *unique* experiences that people are going to want to play.

It's a challenge that not just Nintendo, but the whole industry faces. We'll reveal more on Revolution at E3 next year.

And with that, the biscuits are gone… Shelley, thank you!

ULTRA RELEASE LIST

The latest on every Nintendo system game in development – updated monthly!

UK RELEASES

The most accurate listing available – although be aware that slippages can occur. All titles Gamecube unless otherwise stated.

OCTOBER

8	NHL 2005	EA
8	Pikmin 2	Nintendo
15	Donkey Konga	Nintendo
15	FIFA 2005	EA
15	FIFA 2005 (GBA)	EA
15	Street Jam Basketball (GBA)	ZOO
15	Wade Hixton's Counter Punch (GBA)	ZOO
15	Who Wants to be a Millionaire 2 (GBA)	ZOO
22	Future Tactics: The Uprising	JoWood
22	Grand Theft Auto (working title) (GBA)	Rockstar/Take 2
22	Kill.Switch (GBA)	ZOO
22	Payback (GBA)	ZOO
29	NEW ISSUE OF NGC ON SALE TODAY!	
29	GBA SP Limited Pink Edition (Hardware)	Nintendo
29	Hamtaro: Rainbow Rescue (GBA)	Nintendo
29	Ms Pac-Man: Maze Madness (GBA)	ZOO
29	NBA Live 2005	EA
29	Premier Manager 2004-05 (GBA)	ZOO
29	TY The Tasmanian Tiger 2	EA
29	TY The Tasmanian Tiger 2 (GBA)	EA
TBC	Digimon Rumble Arena 2	Atari
TBC	Disney's Lilo & Stitch (GBA)	Buena Vista
TBC	Duel Masters: Sempai Legends (GBA)	Atari
TBC	Finding Nemo: The Continuing Adventures (GBA)	THQ
TBC	Lego Knights' Kingdom (GBA)	THQ
TBC	Metal Slug Advance (GBA)	Ignition
TBC	Nightmare Before Christmas (GBA)	Buena Vista
TBC	Shark Tale	Activision
TBC	Shark Tale (GBA)	Activision
TBC	SpongeBob SquarePants: The Movie	THQ
TBC	SpongeBob SquarePants: The Movie (GBA)	THQ
TBC	Teenage Mutant Ninja Turtles 2	Konami
TBC	X-Men Legends	Activision

NOVEMBER

5	I-Ninja (GBA)	ZOO
12	Defender of the Crown (GBA)	ZOO
12	It's Mr Pants (GBA)	Rare/THQ
12	The Legend of Zelda: The Minish Cap (GBA)	Nintendo
12	Pac-Man World (GBA)	ZOO
12	Paper Mario 2: The Thousand Year Door MW	Nintendo
12	Wings (GBA)	ZOO
19	Ghost Recon 2	Ubi Soft
19	Mario vs Donkey Kong (GBA)	Nintendo
19	Mega Man X Command Mission	Capcom
19	Monopoly (GBA)	ZOO
19	Racing Gears Advance (GBA)	ZOO
19	R-Type III (GBA)	ZOO
19	Tales of Symphonia	Namco/Nintendo
26	Dead to Rights (GBA)	ZOO
26	Metroid Prime 2: Echoes MOST WANTED	Nintendo
26	Prince of Persia: Warrior Within	Ubi Soft
26	Spyro: A Hero's Tail	Vivendi
26	Super Mario Ball (GBA)	Nintendo
TBC	Hot Wheels Stunt Track Challenge (GBA)	THQ
TBC	The Incredibles	THQ
TBC	The Incredibles (GBA)	THQ
TBC	King Arthur	Konami
TBC	Lemony Snicket's A Series of Unfortunate Events	Activision
TBC	Lemony Snicket's A Series of... (GBA)	Activision
TBC	The Lord of the Rings: The Third Age	EA
TBC	The Lord of the Rings: The Third Age (GBA)	EA
TBC	Need for Speed Underground 2	EA
TBC	Need for Speed Underground 2 (GBA)	EA
TBC	Nicktoons Freeze Frame Frenzy (GBA)	THQ
TBC	The Polar Express	THQ
TBC	The Polar Express (GBA)	THQ
TBC	Power Rangers: Dino Thunder (GBA)	THQ
TBC	Teenage Mutant Ninja Turtles 2 (GBA)	Konami
TBC	The URBZ: Sims in the City	EA
TBC	The URBZ: Sims in the City (GBA)	EA
TBC	WWE Survivor Series (GBA)	THQ
TBC	Yu-Gi-Oh! Falsebound Kingdom	Konami

DECEMBER

3	Mario Party Advance (GBA)	Nintendo
10	Final Fantasy I & II: Dawn of Souls (GBA)	Nintendo
TBC	GoldenEye: Rogue Agent MOST WANTED	EA
TBC	Kingdom Hearts (GBA)	Nintendo

AUTUMN 2004

Call of Duty: Finest Hour MOST WANTED	Activision
Fairly Odd Parents: Shadow Showdown	THQ
Fairly Odd Parents: Shadow Showdown (GBA)	THQ
Power Rangers: Dino Thunder	THQ

WINTER 2004

Action Man: Robot Atak (GBA)	Atari
All Grown Up (GBA)	THQ
Beyblade GRevolution (GBA)	Atari
Mario Party 6	Nintendo
River King (GBA)	Natsume
Tony Hawk's Underground 2	Activision
Tony Hawk's Underground 2 (GBA)	Activision

TBC 2004

Alien Hominid	O~3
Amazing Island (working title)	Sega
Boktai 2: Solar Boy Django (GBA)	Konami
Codename: Kids Next Door (GBA)	Take 2
Fantastic Four	Activision
Funkydilla	Zoonami
Game Zero (working title)	Zoonami
Hardcore Pool (GBA)	Telegames
Lamborghini FX	Avalon
Oggy and the Cockroaches (GBA)	Telegames
Rave Master (GBA)	Konami
Robocop	Avalon
Room Zoom: Race for Impact	Jaleco
Space Raiders	Taito
SRS: Street Racing Syndicate	Namco
Total Club Manager	EA
Tron 2.0: Killer App (GBA)	Buena Vista
World Championship Pool 2004	Jaleco
Yu-Gi-Oh! Destiny Board Traveller (GBA)	Konami

JANUARY 2005

TBC	Banjo-Kazooie Pilot (GBA)	Rare/THQ
TBC	Shaman King: Master of Spirits (GBA)	Konami

FEBRUARY 2005

TBC	Jimmy Neutron: Attack of the Twonkies	THQ
TBC	Jimmy Neutron: Attack of the Twonkies (GBA)	THQ

MARCH 2005

11	Robots	Vivendi
11	Robots (GBA)	Vivendi
TBC	Killer 7	Capcom
TBC	Viewtiful Joe 2 MOST WANTED	Capcom

SPRING 2005

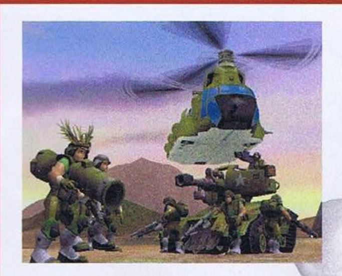
Nintendo DS (Hardware)	Nintendo
Animal Crossing (DS)	Nintendo
Mario Kart DS (DS)	Nintendo
Metroid Prime: Hunters (DS)	Nintendo
NEW Super Mario Bros (DS)	Nintendo
NBA Street V3	EA
Nintendogs (DS)	Nintendo
PictoChat (DS)	Nintendo
Resident Evil 4 MOST WANTED	Capcom
Smashing Drive (GBA)	ZOO
Super Mario 64x4 (DS)	Nintendo
WarioWare DS (DS)	Nintendo

TBC 2005

Advance Wars: Under Fire	Nintendo
Asphalt GT (DS)	Ubi Soft
Atari Classics (DS)	Atari
Baten Kaitos	Namco
Boktai (working title) (DS)	Konami
Bomberman (DS)	Hudson
Castlevania (working title) (DS)	Konami
Custom Robo	Nintendo
DK: King of Swing (GBA)	Nintendo
Donkey Kong Jungle Beat	Nintendo
Dora the Explorer: Super Star Adventures (GBA)	Take 2
Dragon Ball Z (DS)	Banpresto
Dragon Booster	Konami
Dragon Booster (DS)	Konami
Dragon Quest Monsters (working title) (DS)	Square Enix
Dynasty Warriors (DS)	Koei
Egg Monster Heroes (DS)	Square Enix
Final Fantasy Crystal Chronicles (DS)	Square Enix
Fire Emblem	Nintendo
Frogger 2005	Konami
Frogger 2005 (DS)	Konami
Ganbare Goemon (DS)	Konami
Geist	Nintendo
The Godfather	EA
GoldenEye (DS)	EA
The Legend of Zelda MOST WANTED	Nintendo
The Legend of Zelda: Four Swords Adventures	Nintendo
Madden NFL (DS)	EA
Mario Tennis MOST WANTED	Nintendo
Mario Tennis (GBA)	Nintendo
Mega Man Battle Network (DS)	Capcom
Meteos (DS)	Bandai
Mr Driller (DS)	Namco
Mobile Suit Gundam Seed (DS)	Bandai
Monster Rancher (DS)	Tecmo
Moonlight Fables (DS)	Majesco
The Movies	Activision
Nanostray (DS)	Majesco
Need for Speed Underground (DS)	EA
Nintendo Puzzle Collection	Nintendo
Odama	Nintendo
One Piece (DS)	Bandai
Pac'n Roll (DS)	Namco
Pac-Pix (DS)	Namco
Project Rub (working title) (DS)	Sega
Rayman (DS)	Ubi Soft
Robots (DS)	Vivendi
Scarface	Vivendi
Secret of Mana (DS)	Square Enix
Snowboard Kids DS (DS)	Atlus
Sonic DS (working title) (DS)	Sega
SpongeBob SquarePants (DS)	THQ
Starcraft: Ghost	Vivendi
Star Fox MOST WANTED	Nintendo
Survival Kids (DS)	Konami
Tiger Woods PGA Tour Golf (DS)	EA
Trainee Doctor Heaven (DS) MOST WANTED	Spike
TimeSplitters Future Perfect	EA
Ultimate Brain Games (DS)	Telegames
Ultimate Card Games (DS)	Telegames
Ultimate Pocket Games (DS)	Telegames
Unity	Lionhead
The URBZ: Sims in the City (DS)	EA
Vandal Hearts (working title) (DS)	Konami
Viewtiful Joe (DS)	Capcom
WINX (working title) (DS)	Konami
World Soccer Winning Eleven Series (working title) (DS)	Konami
Yu-Gi-Oh! Nightmare Troubadour (DS)	Konami
Zoids (DS)	Tomy

US RELEASES

The most important US releases to import…





OCTOBER

4	Metal Slug Advance (GBA)	SNK
4	THUG 2	Activision
11	Paper Mario 2	Nintendo
12	Tak 2	THQ
19	GTA Advance (GBA)	Rockstar
25	Classic NES Series: Dr Mario (GBA)	Nintendo
25	Classic NES Series: Metroid (GBA)	Nintendo
25	Classic NES Series: Zelda II (GBA)	Nintendo

NOVEMBER

8	Mario Tennis	Nintendo
15	Metroid Prime 2: Echoes	Nintendo
15	NfS Underground 2	EA
16	Baten Kaitos: Eternal Wings	Namco
16	Call of Duty: Finest Hour	Activision
17	GoldenEye: Rogue Agent	EA
23	Viewtiful Joe 2	Capcom
TBC	Nintendo DS (Hardware)	

DECEMBER

6	Mario Party 6	Nintendo

JANUARY 2005

4	Harvest Moon: Friends of Mineral Town for Girls (GBA)	Natsume
11	Resident Evil 4	Capcom

FEBRUARY 2005

2	Viewtiful Joe 2	Capcom
28	Killer 7	Capcom

MARCH 2005

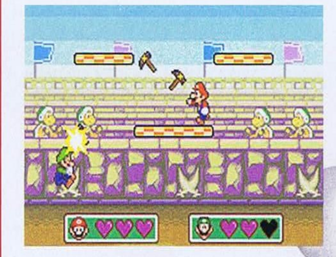
1	Geist	Nintendo

JUNE 2005

6	Advance Wars: Under Fire	Nintendo

JAP RELEASES

Big name Japanese future hits.





OCTOBER

7	Fire Emblem: Seima no Kouseki (GBA)	Nintendo
14	Kururin Squash!	Nintendo
14	Mawaru Made in Wario (GBA)	Nintendo
21	F-Zero Climax (GBA)	Nintendo
28	Mario Tennis	Nintendo
28	Ochainu Kururin (GBA)	MTO

NOVEMBER

4	Zelda no Densetsu: Fushigi no Boushi (GBA)	Nintendo
11	Kingdom Hearts: Chain of Memories (GBA)	Square-Enix
14	Shin Megami Tensei: Devil Children Messiah Riser (GBA)	Atlus
18	Giant Egg: Billy Hatcher no Daibouken (Reprint)	Sega
18	Kaijuu no Shima: Amazing Island (Reprint)	Sega
18	Mario Party 6	Nintendo
18	Sonic Adventure DX (Reprint)	Sega
TBC	Nintendo DS (Hardware)	Nintendo

DECEMBER

2	Sylvania Family: Fashion Designer Ninaritai! (GBA)	Epoch
16	Viewtiful Joe 2	Capcom

WINTER 2004

BioHazard 4	Capcom
Killer 7	Capcom
Mario Party Advance (GBA)	Nintendo
Super Robot Taisen GC	Banpresto

TBC 2004

Bura Bura Donkey (GBA)	Nintendo
Donkey Kong Jungle Beat	Nintendo
The Legend of Zelda	Nintendo
Metroid Prime 2: Echoes	Nintendo
Star Fox	Nintendo
Yoot Saito's Odama	Nintendo

NGC MOST WANTED

These are the top ten games that we're dreaming about right now.

1 ◀▶ THE LEGEND OF ZELDA NINTENDO

It's hard to put into words just how much we're looking forward to all-new 'realistic' Zelda, so instead we'll put it into sound: *Swaaaaaaa8 8.2hh££Ejjszch~~~~*. That's an entirely new noise, specially hot-jazzed for us by our good friends Peter Gabriel and Midge Ure who live a rock's throw from **NGC** Towers – fact. They're big Link fans. They even keep chickens!

IN A NUTSHELL: The Zelda everyone's been waiting for.



2 ◀▶ RESIDENT EVIL 4 CAPCOM

Next month we'll be taking you deeper into the game that's set to transform the survival horror experience. Want to know what happens after the village bell rings and the shambling strangers stagger into that spooky building, leaving Leon a lonely, confused man in a cold, unfriendly world? Tune in next month. It's an EXCLUSIVE you know.

IN A NUTSHELL: Hardcore horror that'll scare you blind.



3 ▲ MARIO TENNIS NINTENDO

Playable in Europe for the first time in August at the Leipzig Games Convention (see page 18), and then cleverly concealed in the corner of Nintendo's pier-themed stand at Gamestars Live in London, it's been a fairly low-key start to the *Mario Tennis* publicity machine. It might not be out over here till next year, but **NGC**'ll bring you the review in two issues' time…

IN A NUTSHELL: More fun than watching Geraint's face slam into a door 22 times.



4 ▼ METROID PRIME 2: ECHOES NINTENDO

If 'fun-nest' was a word, we'd be using it to describe *Metroid 2*, the fun-nest sci-fi action-adventure shooting RPG you're likely to play this side of Mim's desk (and to be honest, the other side as well). The multiplayer game fair 'rocks' and the single-player delivers more of the stuff we enjoyed in the first game. Apart from the scanning. Oh, the scanning…

IN A NUTSHELL: The No.1 Nintendo game this Christmas.



5 (NEW ENTRY!) PAPER MARIO 2 NINTENDO

Wafer-thin entertainment which'll be out in the UK before Christmas. Bright, beautifully put together and with just the right blend of chat, fighting and exploration bits (so far, at least), we're hopeful that the careful translation of the epic script into English will seal this as one of the all-time greats. At least you'll be guaranteed an accurate mark with our review…

IN A NUTSHELL: The perfect cure for winter blues.



6 ◀▶ STAR FOX NINTENDO

It's been very quiet on the *Star Fox* front recently. Too quiet. Some would say silent. Like a corpse. Naturally, Nintendo want to focus both your eyes and our eyes on their tempting Christmas line-up. *Star Fox* should have been part of that, though. Are they not happy with the direction the game's taking at Namco? WE DEMAND TO BE TOLD! Erm, if that's okay? Cheers.

IN A NUTSHELL: The shooter to save up for (there's plenty of time).



7 ◀▶ GOLDENEYE: ROGUE AGENT EA

It's certainly a risk, giving your game the same name as the biggest FPS of a generation. Especially when that's pretty much all it has in common with it. But we reckon EA might just pull it off. They do listen to criticism with uncorked ears – and we have been reasonably critical of their earlier Bond games. Expect a review next issue…

IN A NUTSHELL: Potentially EA's best Bond yet.



8 ▲ VIEWTIFUL JOE 2 CAPCOM

Capcom aren't reinventing the wheel with *Joe 2*. They've brought in a girl (as you do) and fiddled with the VFX powers. And, for the most part, that's about it. Not that that's a bad thing. It's a genuine gamers' game and we hope more people will 'get it' now…

IN A NUTSHELL: Better than the first game.

9 (NEW ENTRY!) TRAINEE DOCTOR HEAVEN (DS) SPIKE

You know last issue we were complaining about the lack of portable surgery games these days? No sooner do we find one, when we find… another one. This Dual Screen pain-reliever's from Spike (creators of the *Fire Pro Wrestling* series on GC and GBA). You poke a patient using the touch screen to determine their ailment, then set about fixing them…

IN A NUTSHELL: Tickle my guts.

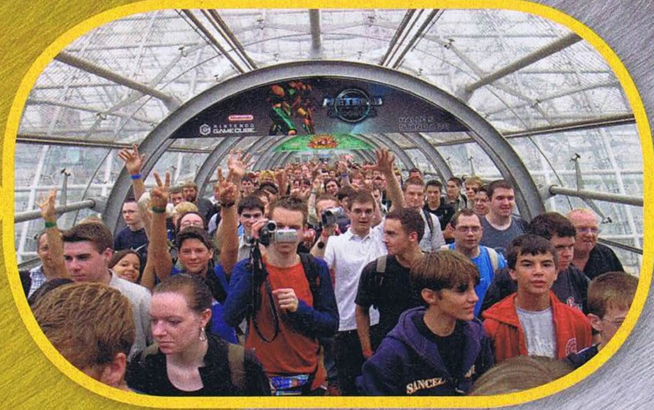


10 ▼ CALL OF DUTY: FINEST HOUR ACTIVISION

A game which gets across the stresses of war effectively might just be the antidote to too many nights spent exploring brightly coloured worlds full of walking, talking turtles. Noisy, heart-poundingly tense and bloody as hell itself, *Call of Duty* looks to be that game.

IN A NUTSHELL: *Medal of Honor* with stubble.







Guten Tag Leipzig



Wurst class!

Savour this top-notch meaty games fair.

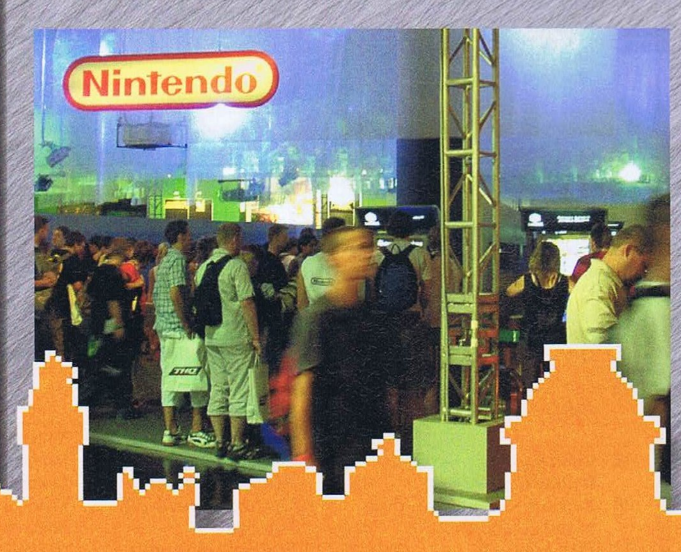
We stepped off the train into the former East German city of Leipzig expecting a few wooden game pods standing forlornly inside a garden shed. What we got was the continent's biggest games fair: big, loud, hot, stacked with visitors, and boasting an eyebrow-hoisting number of European firsts. Lesen sie bitte! (Read on…)

The Games Convention 2004: from Germany to you.

There are two ways to get killed quickly in Leipzig. The first is to try to negotiate the multi-lane tram stop outside the main station, where one false step usually equals a 'friendly nudge' from a great big rolling metal people-box. The other is to attempt to walk between stands at the Leipzig Games Convention 2004.

The reason: you'll be fighting your way through 105,000 mad punters, all vying for a go on gaming's latest and greatest. Despite being spread over four massive halls (plus a fifth glass hall, which we avoided on account of its greenhouse-like climate and N-Gage area), the third Games Convention was still bulging at the seams during its four-day public show. The suffocating crowdiness, combined with the smell of bratwürst and the *noise* – 207 publisher giganto-stands fighting to be the first to make a showgoer's eardrums actually cry – made GC 2004 like some kind of disco abattoir.

We spent as much time at the show as possible in order to avoid our hotel – run by two mad Russian ladies who'd turned the reception area into something like a police interrogation room and installed a communal fridge that was literally dripping with rust. There wasn't too much new Nintendo stuff at the show (and what there was mostly re-appeared at Gamestars Live and is covered elsewhere this issue), but we've








Words and photos (Deutsche)Mark Green



lovingly converted the highlights into words for you below.

NINTENDO
Ghostly game images projected onto hanging cloth banners, animated character statues rotating impossibly within transparent glass screens – The Big N spurted its cash on a pretty classy stand at Leipzig. The only perplexing twist was a DJ banging out tunes from within a circle of demo pods that slowly rotated around him. This meant stepping away from a quick play to find yourself in a completely different place to where you started, and feeling a bit sick.

Games were mostly E3 hand-me-downs (*Wario Ware, Metroid Prime 2, Donkey Konga*) but we spotted the world's first playable



△ **Waltzers meet game pods. Scream if you want to go faster!**

Atsushi Inaba speaks!

A confusing interview with the man who's making Viewtiful Joe 2.

NGC: Are you having a good time in Leipzig?
AI: It's my first time here, and I love the enthusiasm and energy here, both in the organisers and the people visiting.

NGC: Can you briefly describe your design philosophy?
AI: The important thing for me is to combine 'touching' and 'seeing'.

NGC: A bit too brief, maybe… can you elaborate?
AI: I like games where there's room for my own imagination. Games that just give me everything – the game, the sound, the visuals – are not my kind of thing. I like a game that lets me 'fill in the gaps' with my own ideas and thoughts while I'm playing.

NGC: Right. Moving on. Viewtiful Joe is a real hero – but who is *your* hero?
AI: (A full minute's silence). I don't really have a hero. It's a difficult question!

NGC: Let's try an easier one, then. What do you hate about your job?
AI: I really don't enjoy getting the news that a game is delayed. At this year's E3, I got to travel to the show in a limousine, which made me feel pretty good about myself. Then a call came through from Japan to tell me *Viewtiful Joe 2* would be delayed. I hate that.

NGC: Well, Mr Inaba, thank you for your time, and…
AI: The important thing for me is to combine 'touching' and –

NGC: Goodbye!



"You asked for more ways to kill"



△ **EA's astonishing screen went all the way round their stand – you could almost *smell* the orcs converging on the fortress! And it was *very* loud.**

version of *Mario Tennis* and screamed loudly in the face of anyone who tried to prise us off it. It felt a little 'loose' compared to the N64 fun-fest – not unlike the way *Mario Kart: Double Dash* felt for the first few plays. But it was stuffed with good bits: the R-activated special move (e.g. hammer smash for Mario); hazards like banana-dropping ghosts and leg-chomping crocodiles; and impressive skid-and-run animation on characters like Yoshi that gave us the giggles.

We thought we'd be chucked off *Tennis* when one of Nintendo's pretty 'helpers' approached: in the event, she simply stood motionless behind us, staring silently over our shoulder until we legged it through sheer fear. Crafty!

ELECTRONIC ARTS

EA's stand was a sense-overloading experience. Walking in, you were smacked in the face with game movies playing on a 360° screen that wrapped right around the inside of the stand, and knocked completely senseless by the spinning lights and mind-numbingly loud sound that accompanied them.

Several of the movies were cleverly constructed to take advantage of what we're sure EA call 'The Surround-o-See' (an end-to-end FIFA pitch; a Middle Earth fortress assault with the attackers streaming in from back to front). It's not often we'll happily sit through a series of game adverts three times, but it was that good. Plus, the seats were really comfy.

Free Radical's David Doak flew away before we could corner him with *TimeSplitters 3* chat, leaving us to talk to the guy behind *The Lord of the Rings: The Third Age*. He looked like he'd rather be in bed, and told us they were thinking of releasing all the game's cut-scenes as a standalone DVD. Peter Jackson will be thrilled.



△ **EA are preparing for DS – see it at the centre of the screen? SEE IT?**

CAPCOM

Viewtiful Joe mastermind Atsushi Inaba is interviewed on the previous page – otherwise, the focus was very much on *Resi 4*, at the show in video form and pumped into the eyes of visitors wearing a special "I'm 18!" wristband. It won Gamecube Game of the Show ("Ha – we beat *Metroid Prime 2*!" the PR bloke chuckled to us), and definitely won't feature the tiny white dog that licked our face outside the Capcom stand while we were waiting for Inaba. Or will it..?

UBI SOFT

Most eyes were on Germany's Playboy Playmate of the Year, who was at Ubi Soft's beck and call for the show. But our peepers were fixed on *Prince of Persia 2* – which needs a bit of difficulty tweaking given how many times our nervous French-Canadian host had to use his 'restore health' cheat – and *Splinter Cell: Chaos Theory*. The Ubi Soft developer kept staring at us and saying, "You asked for more ways to kill!", which made us whimper embarrassingly loudly.

AND THE REST

The six-second memories of Activision marketeers means that they slap a full-size skate ramp on their stand *at every show*, and Leipzig was no exception. We searched in vain for Tony Hawk or Bam Margera, but it was German Celebrities Only at GC 2004 – such as TV comedian Oliver Pocher, who shook our hand and called us 'Tanya'. That's why he's on TV.

Talking of jokes, *Metal Gear Solid* überlord Hideo Kojima was star guest at Konami's press conference, and warned gamers not to step on the mushrooms in the latest *MGS* because "I respect Mr Miyamoto so much". A smattering of polite coughing ensued.

Finally, over on the bland THQ stand, we took one look at the movie-licensed *The Incredibles* (run forward, hit enemy, jump onto platform) and immediately walked straight out of the show doors and onto the next train home.





Game that tune

Forget internutters playing game tunes on a lone piano…

To celebrate the Convention's opening, Leipzig's posh Gewandhaus hall played host to a concert of game music, with Prague's FILMharmonic Orchestra (geddit?) knocking out versions of 13 PC and console tunes, including *Hitman*, *Final Fantasy* and SNES oldie *ActRaiser*. And, despite the gargantuan man-o'-sweat squeezed into the seat next to us and the political protest that inexplicably broke out halfway through, pretty good it was too. The *Super Mario Bros.* theme was the highlight – one guy near us was actually laughing with joy – while the upsettingly fast, drum-drowned take on the *Metal Gear Solid* theme was the lowlight.

The Nintendo interview

Marko Hein, Nintendo of Europe's Product Manager, talks DS, GC and monkeys.

NGC: Why bother with DS? Why not just make increasingly beefy Game Boys?

MH: My biggest concern is that videogaming doesn't just fade away. Every person only has a few hours of spare time each day, and gaming has to compete with DVDs, magazines, books and more for that time. If we keep launching identical products, people will lose interest.

So innovation is the key to keeping the market alive – and that means innovative hardware. Think *Super Mario 64*: possible because of the analogue stick. Think of PS2's *Eye Toy Play*: possible because of the camera. With Nintendo DS, we're innovating with game control. The way you play console games – with a joypad and buttons – hasn't changed much over 20 years, and it isn't really natural. Drawing *is* natural. Voice control *is* natural. DS is our way of making games more 'mass market', by making them easier to play.

NGC: Will developers exploit all of DS's new features, or just stick a map on the second screen?

MH: It's clear that you can port a game from a console to a handheld machine very easily. But DS gives developers new possibilities, and lets them take gaming to a whole new level. I've spoken to coders here and at E3, and they're very excited *because* of all the different features they can play with on DS.

NGC: Is your plan to phase out Game Boy Advance in favour of DS?

MH: No, DS is not a substitute for GBA and it's not a follow-up. It's an original Nintendo system. It might confuse our consumers a little bit, as DS could be perceived as the next Game Boy. But we want to go in a new direction here.

NGC: Can you give us a hint – even just a little one – of what DS's European price and launch date might be?

MH: I can tell you that Nintendo's philosophy with both DS and Revolution will be to reach new gamers by setting a very affordable price. Look at Gamecube: it started at a low price, while Xbox started very, very high. Personally, I'm interested in seeing what price point PSP is headed for. As for launch date, I'm actually glad that DS is coming out next year, because it gives us the opportunity to emphasise our very strong Christmas line-up for Game Boy Advance, and make sure we get a good number of systems from Japan when DS launches.

NGC: So is this interest in PSP signalling the end of Nintendo's "we're not in competition with anyone" line?

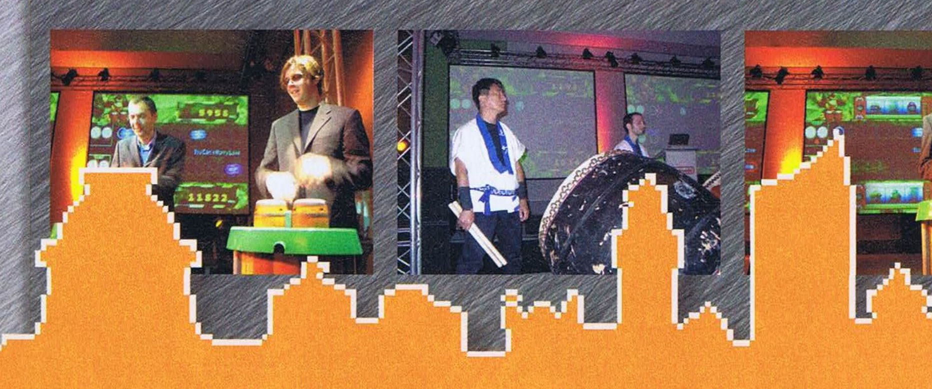
MH: PSP is positioning itself as a multimedia machine – capable of playing movies and so on – and the rumours are that there are massive problems with the battery life, the launch date, and the price. So as far as price and function go, I think Sony are positioning PSP as something different from DS without us doing anything!

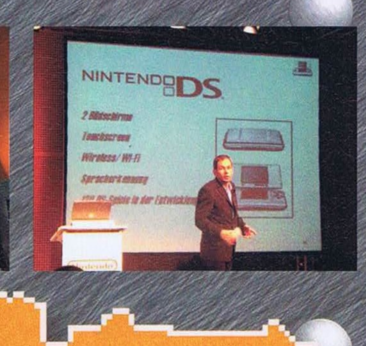
NGC: Do you think that we're looking at Gamecube's last Christmas?

MH: Actually, we've never released as many titles as we are now. *Zelda, Mario Tennis, Metroid Prime 2, Donkey Konga*... they're all killer games that can drive Gamecube forward. Software drives hardware, after all. I think we can expect to see another jump in GC sales, especially when *Zelda* arrives.

NGC: So what's your game of the show?

MH: I'm very happy with the reception that *Donkey Konga's* getting. The demo pods are constantly occupied, and people are really having fun with it. I've worked hard on the European song list for *Donkey Konga*, and I'm very proud with some of the tunes we've got in there.







HOW DEEP THE SECRET HOLE GOES...

We know what DS looks like but Nintendo still haven't explained all its features.

Nothing gets us more excited than a mysterious port. And a *secret* hole is really too much for our brains to cope with. "It's a secret," said Nintendo spokesman Mitsuaki Hagishima in Japanese publication Nintendo Dream back in August. "It looks like you can plug something there – but not the stylus because that will connect at the back. We'll reveal the purpose [of the hole] soon."

The best guess at its use is that it's for a microphone headset. Although it has yet to be confirmed by Nintendo (who 'don't comment on speculation'), it would make sense. After all, the built-in mic may prove difficult to use in noisy environments and the headset would address this problem easily enough.

This possibility of a headset was strengthened by an analysts' report to videogame industry investors in TNI Securities' Electronic Entertainment Industry Update. The report says that DS' headset would allow voice communication between DS units in wireless hot-spots, effectively turning DS into a phone. If this is true, you won't be able to use your DS to phone just anyone as it will only work between DS systems. And don't get too excited at the prospect, either – this also has yet to be confirmed by Nintendo.

△ **Speculation abounds! What is the purpose of this mysterious port?**

US LAUNCH DETAILS?

Nintendo stay schtumm as retailers take pre-orders.



Although Nintendo of America has refused to comment, major US retailers Wal Mart, EB Games and GameStop have listed DS' release date as the 30th of November with a price tag just shy of $200. Interestingly, *Final Fantasy: Crystal Chronicles, Animal Crossing DS, Metroid Hunters* and *Egg Monster Heroes* are slated for release on the 7th of December.



DS GOES ON TOUR



After turning their noses up at this year's Tokyo Game Show, Nintendo promised that they'd take DS on tour when the time was right. With just a couple of months separating gamers from the revolutionary handheld, Nintendo have announced their plans to take it out on the road. Stopping at Japan's five major cities (Nagoya, Osaka, Tokyo, Sapporo and Fukuoka) throughout November, the tour will introduce gamers to DS and up to 80 different games for all three of Nintendo's current consoles. Among these will be a collection of DS titles that have yet to be seen by anyone.

Given the timing of the events (in the same month as the launch of DS in Japan and the US) it's safe to assume people attending the show will get to see the launch lineup in its entirety. In fact, Nintendo should announce the exact lineup this month…

NEWS ROUND-UP

The latest information, rumour and cyber-guff…

FAKE MANUALS?

You've probably seen these rearing their heads on the internet at some point – they're (allegedly) DS manuals for the units shown at E3. There are a number of points made in the manual that prove a little worrying, however. The distance for wireless play is only three metres, it warns players to avoid playing in crowded areas like trains and airports and cautions them to keep a reasonable distance from anyone with a pacemaker.

Suffice to say, we believe the 'manuals' to be utterly fake. To start with, some portions of the text, including basic things like how to turn the power on and off, are entirely incorrect and have been ripped straight from GBA SP's manual, while on close inspection, the 'I' in 'Nintendo' and 'MIC' seem to have been placed in the document by a child wielding a copy of *Paint Shop Pro*. So anyone planning on assassinating the weak-hearted elderly or downing commercial aircraft with DS will be out of luck.

GOLDENEYE 64/DS?

This is probably one of the strongest rumours to be bandied around this month, although quite how reliable the source is, is open to question. If you ask us, it's a terminal case of wishful thinking. Every man, woman and dog in the known universe would want a DS port of Rare's N64 *GoldenEye*. Lord only knows, *we* want it to be true: the prospect of a 16-player wireless deathmatch in the bunker is enough to get *anyone* excited – but at present, our instincts tell us it's a load of baloney. For starters, the level of legal wrangling required to wrestle the game out of Rare and Nintendo's hands would probably be insurmountable and anyway, it's far more likely that it'll be closer to EA's forthcoming *Rogue Agent*. They've done seomthing similar with *The Urbz* already…

PERIPHERAL CRAZY

It was bound to happen. No sooner has a handheld been announced, than manufacturers of plastic add-ons the world over go into overdrive, offering 'gameplay enhancing' trinkets that you 'just can't do without'. First out of the stables comes US company Intec with a range of goodies including carry cases, styluses, headphones and, pleasingly, a set of protective films for the touch screen. And so the avalanche begins…

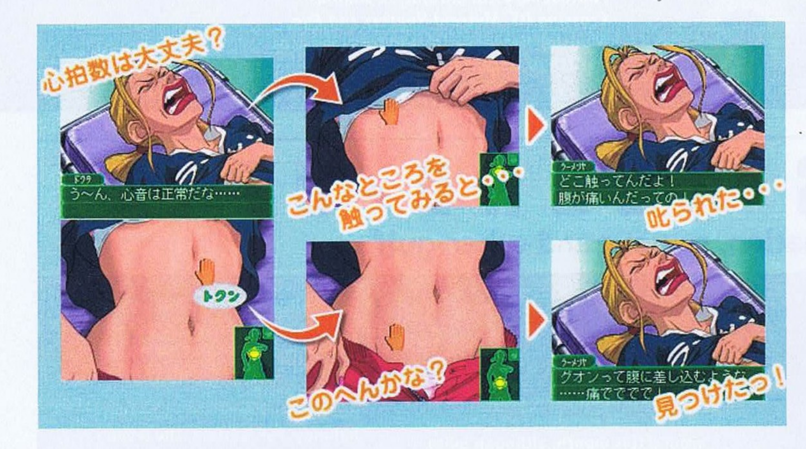


ON THE HORIZON





More information on titles you'll only get on DS.



DON'T BREAK MY HEART

Play doctors and nurses the 21st-century way.

Nintendo DS will play host to not one but *two* surgery-inspired games. The first is called *Caduceus* (we mentioned it last issue), and in it you use the touch screen to select various surgical implements before interacting directly with the organs/fleshy bits you find on the screen. Naturally, the goal is to complete the medical procedure without killing your poorly patient. Nice. The possibilities for this are mind-boggling, but as yet there are no specific details about what kind of framework we can expect the game to sit in.

We know rather more about the other surgical game currently in the works – *Kenshui Tendou Dokuta* (pictured above). The game puts you in charge of a medical intern at a hospital who has to diagnose and treat the patients. This game has more concrete details about how the touch screen and dual screen features work. In order to diagnose a patient you use the bottom screen to poke various parts of their body before gauging the patient's reaction by looking at their face on the top screen. You then have to match your findings to medical record that you find in the 'adventure' part of the game.

This kind of game borders on an entirely new genre. It's something that's only been made possible by the unique abilities of DS, and shows the kind of innovation we've been crying out for.

D'YOU COME HERE OFTEN?

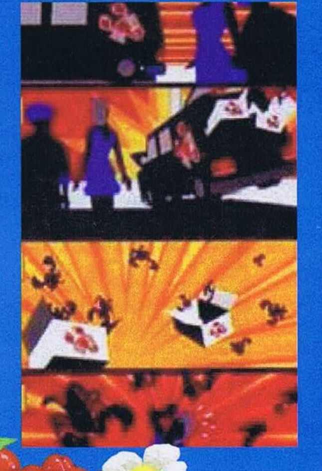
Could this be one of those titles that never make it out of Japan?



Now this is odd. A 'dating' game brought to you by Sonic Team, developed by the guys responsible for Dreamcast's *Space Channel 5* and *Rez*. Called *Kimi no Tame Nara Shineru* (or *I'd Die For You* in English) it puts you in the position of a smitten young man vying for the affections of a young woman.

The game is presented as a comic book, with the story unfolding down both screens through the use of static and animated scenes. At various intervals in the story, the player will be asked to interact with the young lady. These take the form of minigames and events like (strangely) picking scorpions that have been tipped out of a lorry off of her back or touching her in order to show affection. The only method of control in these events (that we know of so far) is through the use of the stylus. As you progress through the game you build up a meter showing how close your bond is with her, and in order to move on to subsequent stages, you'll need to have built up the required level of affection.

It's interesting stuff, but the thing that really caught our attention was the game's unusual visual style. The object of your affection is a silhouette and the backgrounds are all vibrant swirls and blocks of colours, like a cross between 1970's kitsch and James Bond film opening credits. Intriguing.







WHAT BIG TEETH YOU HAVE

Werewolves fighting schoolgirls? Our money's on the young ladies.

Some details and concept art for a new DS game called *Moonlight Fable* have recently emerged. The game revolves around a young girl, freshly graduated from the 'School for International Strikeforce' (whatever *that* is) who gets attacked by a bunch of werewolves in a futuristic floating theatre. Come on… we've all been there.

The game will use both 2D and 3D visuals that the camera can zoom in and out of at will, and although no real specific details have been confirmed, the game will use both touch-screen and wireless play as you "fight your way through a giant, continuous world filled with horror, mystery, puzzles, and epic challenges" using your "own teeth and claws". Sounds… violent.

PUZZLING NEWS

Once you pop, you can't stop! And that's actually a good thing.

In last month's "You'll Never Understand" feature, we talked a little about *Momotaru Densetsu* – an obscure Japanese board game that's currently up to its 12th sequel. Well, it seems that Nintendo have secured the series for DS (which is hardly good news for us because it'll never make it out over here). Anyway, the point of all this is that Akira Sukuma, the game's producer, recently visited Nintendo's HQ in Kyoto. He explains in his online diary at (sakumania.com) that he saw a puzzle game there, which, a player exclaimed, was "so addictive" it was like "popping bubble-wrap". Madame Greener has been wittering on about puzzle games for months – could the old baggage be onto something?

PREVIEWS



△ All the characters we've seen look impressively solid. Not that you'd be paying much attention when you're concentrating on the ball.

△ Ghosts drop banana skins all over this haunted court.



METROID PRIME 2: ECHOES
■ Like chocolate, Samus now comes in light and dark. p30



GOLDENEYE ROGUE AGENT
■ Don't just play Bond – slay Bond. And why not? p36



LOTR THE THIRD AGE
■ Get ready for orc-bashing and random RPG encounters. p32

PRINCE OF PERSIA
■ Now with uplifting subtitle: *Warrior Within*. Catchy, no? p31



MEGA MAN X COMMAND MISSION
■ RPG action with the Man. p34

IT'S MR PANTS
■ Just in case you couldn't tell from the pictures of a badly-drawn man in his Y-fronts. Oh, Rare… p39



OLD BALLS PLEASE! MEET THE STARS…

No new characters have been revealed (please, *please* don't let Diddy Kong be in there) but we do know that all of the old favourites are back, this time with a bunch of snazzy new moves that probably wouldn't be allowed at Wimbledon.



THE MAIN MAN
Once again, Mario is the all-rounder you should choose if you want a player with no real weaknesses. Plus he has a giant hammer in his pocket, for blasting the ball into his enemy's skull.



HIS BROTHER
Luigi doesn't hit as hard as Mazza but he runs a bit quicker and puts enough swerve on the ball to curl it right around the net posts. He's brought his vacuum cleaner with him, the crazy fool.



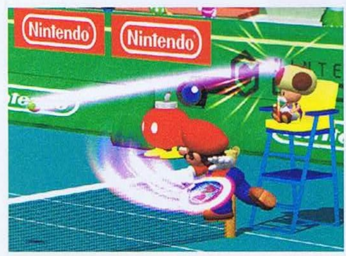
THE MONKEY
Donkey Kong clobbers the ball so hard, you'd think it had Diddy's face painted on it. He also has a special move involving barrel cannons, which is possibly the most cheatingest thing in tennis history.



FATBOY
Wario's extreme power and swift serving technique made him one of the best players in the N64 version. This time he's been pumping iron and eating nails. You know he's going to rule, don't you?

MARIO TENNIS

Anyone for special moves? In with the new and in with the old in this smashing tennis sequel.



△ Pressing A and B together makes Mazza do a pink-trailed power shot.




△ Serving is simple. You can go for power, accuracy or a floaty, spinny one.



△ If you don't defend at the net, your character gets a faceful of ball.

Tucked away in a dark corner of Nintendo's stand at Game Stars Live, *Mario Tennis* GC was the only game on show that we hadn't played before. It's the follow-up to Nintendo's best ever sports game, and like the original it has been developed in next to no time – at the start of the year it was just a concept (see Totally Deuced, p29); on October 28th, it'll be released in Japan.

Underneath the beautifully crisp graphics, the heart of the N64 version beats strongly. The control system is much the same, so you don't have to time your swings to hit the ball like you do in lesser tennis games. Instead, once you press one of the two action buttons your character freezes and charges up a shot, swinging only when the ball is in range. The longer you charge, the harder the shot.

The differences between the characters is much more pronounced. The ball swerves a lot more with a tricky player like Boo, and goes like a racket when DK or Wario blast it. There are plenty of other differences, such as speed of movement, and how long it takes between pressing the button and your player's feet locking up (the more slide you get, the easier it is to make last-second adjustments).

Signature moves are the game's big new thing. When you're in full flow you can unleash a special move such as Mario's hammer shot by pressing Y. These moves can win you a point through sheer power, but you won't catch anyone by surprise as they're accompanied by jarring cut-scenes that everyone we spoke to found ruinously annoying. Here's hoping there's an option to turn them off.

There are plenty of mini-games, including one where you bash balls of water onto a dirty court, along with other tennis-based challenges. Being *Mario Tennis* purists, if such a thing can exist, we opted for the traditional grass courts more than the fantasy ones when playing the demo version, although the DK jungle court was pretty good – you knock crocodiles off the net with low shots, and they attach themselves to your opponent's legs, slowing him down. The UK release (next year) can't come quickly enough…



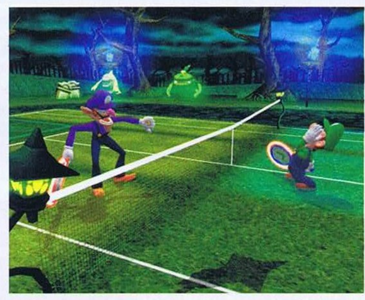
THE KNOWLEDGE
- Based on the N64 version's physics and control system.
- New signature shots.
- Fantasy courts from the Mario and DK games.
- Defensive special moves.

FACTFILE
Who's making it?
Camelot

What have they done before?
Mario Golf: Toadstool Tour (NGC/95 85%)
Accessible golf game with loads of extras.



△ Four players versus the ghosts. The minigames are certainly different.



△ Why play normal tennis games when you could be playing something like this?

SMASH & GRAB

Special moves and bizarre 'racquets' aside, this is still all about the tennis. Luckily it plays a blinder every time…

■ SMASH! Stand near the star that appears if your opponent chips the ball. Press A + B.

■ The auto timing means you can get some ping-pong rallies going at the net.

■ Characters automatically dive for the shot if you delay pressing the action buttons until you're within diving range. DK sort of falls over rather than soars through the air.

■ All your tennis skills are called into play when you get on one of the special courts.

■ Mario isn't the type of guy who'll give up when faced with a cheating octopus.



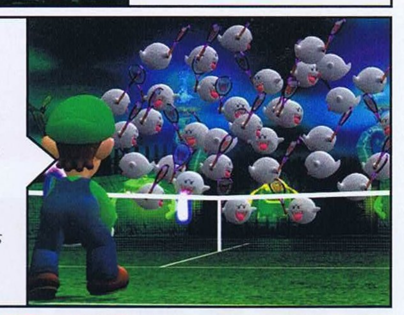
MATCH POINT

New friends and old enemies on the court.

NOT FAIR

This bonus game beast dips its tentacles into a couple of family-sized boxes of tennis racquets, and comes up bristling with volleying power. It's going to take some fancy skills from the boy Mario to get past this somewhat cheaty opponent. The aim is to hit 100 successive shots, which is far from easy.





BOO!

Known as Teresa in the Japanese version, this dainty spook is the character of choice for players who favour technique over power. Every shot she hits takes a wildly curving trajectory, and she doesn't totally lock up when charging her swing, so you can make adjustments if you're waiting in the wrong spot.

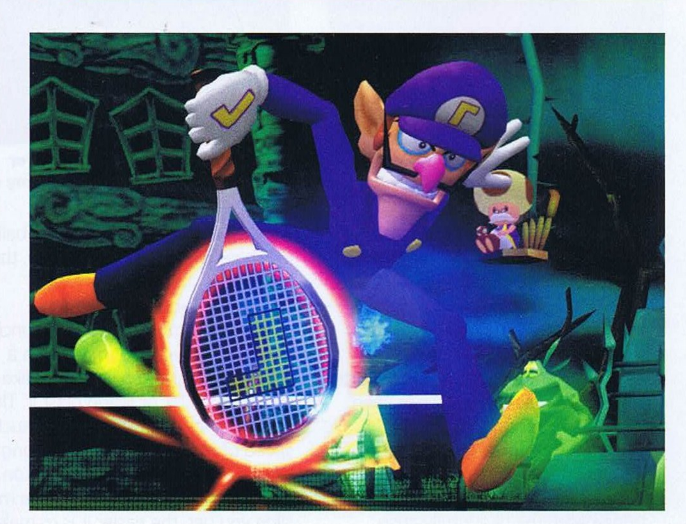
BOO TOO!

It's mini-game time, as everyone's second favourite Mario brother finds himself back at the scene of his mansion horror show. Yes, the man has virtually no common sense at all. No Poltergust vacuum antics will save him this time – he'll have to use his balls to blast those ghosts out of the sky.



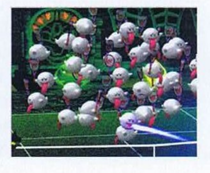
DONKEY WRONG

Sometimes we're not sure if the big ape is 'all there', if you know what we mean. We respect his power shots, we admire his excellent hairdo, but when he tries to use a banana as a racquet, then stops mid-game to sniff the flowers, we have to worry. It's time for the hairy dude to have a cup of tea and a lie down.











△ Luigi's up to something sneaky with that vacuum cleaner. A defensive move.

△ Bang! Skilled players can humiliate their opponents by aiming directly for the face, body or kumquats.

TOTALLY DEUCED

■ These images date back to 2001, when *Mario Tennis* was confirmed as a title in development. The developers revealed the shots were mock-ups last May, by which time they'd been working on *MT* for just four months.

■ They based the GC version on this. The original *Mario Tennis* doesn't look like much, but if games could literally ooze playability, this one would fill your N64's cart slot with goo the moment you turned on the power.

NGC VERDICT

UK 2005 | US NOV | JAPAN OCT

It's like the N64 version all over again, which is no bad thing. There's never been a tennis game with such a perfect control system, and one of our biggest concerns was that it might have been dropped for the sequel. Luckily everything is present and correct, so the only thing to worry about is the cut-scene that precedes each and every signature move.

ANTICIPATION RATING

1 2 3 4 **5**



ALMOST HERE!

Maybe we just get over excited about these things – but we seriously can't wait. The original took us by surprise in terms of it's outstanding quality. This time, we're fully prepared...



THE KNOWLEDGE

- Play in a world torn between light and dark – and travel between both dimensions.
- All-new arm cannon and visor upgrades offering fresh gameplay possibilities.
- Up to four players can play simultaneously in split-screen. deathmatches.
- Old abilities like the screw attack and an improved spiderball allow for more complex level design.



FACTFILE

Who's making it?
Retro Studios

What have they done before?
Metroid Prime (NGC/76 97%)
A beautifully crafted, original and incredibly atmospheric exploration-based adventure.





△ The light beam. Short range but scatters when charged up. Lovely.



METROID PRIME 2 ECHOES

We go hands on with Retro's sequel, not once but twice. Read on for our latest impressions…

We know for a fact that there are some people (you may be among them, dear reader) who think that *Metroid Prime* was 'rubbish'. Yes, we've seen your posts on the forums and, bewilderingly, Kittsy has freely admitted to agreeing with some of you. Still, for the *educated* gamer, *Metroid Prime* is a shining beacon. Upholding all that is good and true in videogaming, the important values of innovation, absorbing atmosphere and solid game design. *Echoes* looks set to continue the tradition. Great for those of us with good taste and the rest of you… the rest of you can just shut the hell up! (*You'd never tell this was written by Ger* – Ed.)

Anyone who was miffed at the quite excellent lock-on system (a means of automatically circle-strafing the enemy without losing your target) is going to be sorely disappointed too. It's back – and working exactly as it did the first time around. There have been rumblings that dual-analogue control will be included, but in every version we've played the option hasn't been available. Once again, the second analogue is used for selecting Samus' different arm cannons, Power, Light, Dark and… the mysterious fourth one. Likewise, the D-pad is once again reserved for shuffling between Samus' different visor modes – the newest of which is the Echo visor,

> "THE D-PAD IS ONCE AGAIN RESERVED FOR SHUFFLING BETWEEN VISOR MODES"



△ See how good it looks on the DVD.

THE DARK AND THE LIGHT



■ The two new arm cannon upgrades need ammo and work against different types of target – Light against Dark and vice versa.



■ To find ammo you need to use the opposite colour beam to kill enemies and destroy crates. Both weapons have secondary and charge functions.



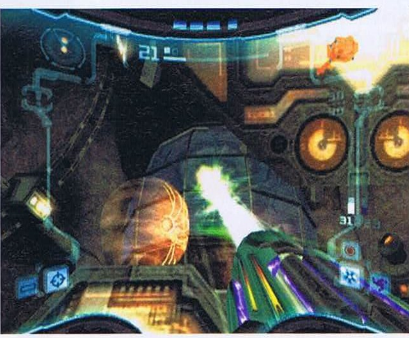
■ A charged light beam scatters shots and can rejuvenate, a dark beam can freeze enemies and, in this example, clouds the light crystals.



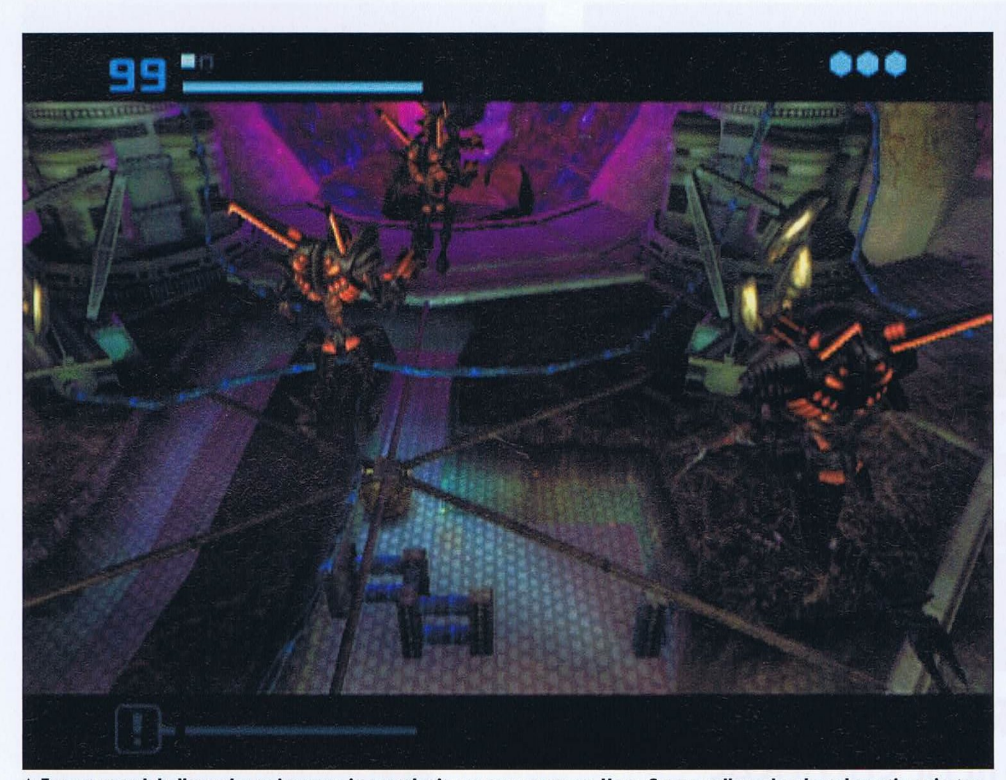
△ Button prompts will help any newcomers.



△ Your first encounter with Dark Samus.



△ Visually, it all seems much crisper this round.



△ Expect morph ball puzzles to increase in complexity as you progress. Here, Samus rolls under the teleporting pirates.

a means of detecting enemies and items through sound resonance. A bit like a dolphin sees things, we suppose. But a dolphin armed with a fin-mounted cannon.

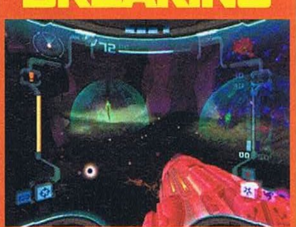
It's fair to say that everyone will be pleased to hear that the process of scanning (yup, it's back with a vengeance) has been significantly speeded up, with much more in the way of visual detail about anything you've targeted. Also, any scannable objects, enemies or environmental features now glow when your view passes over them, making missing stuff and ruining your final completion percentage far less likely.

We could start banging on about how it looks, but we're not going to do that this month. Mainly because you can see for yourself via the DVD footage we've sourced for you. One thing we will touch on, though, is the multiplayer. We've had the chance to play this extensively and the general consensus around the office is that, well, it's not *that* good. It's kind of fun, but we have issues with the balance. Fights tend to degenerate into mindless, locked on circle strafing with the upper-hand always going to whoever has the fastest A-button hammering rate and the biggest collection of upgrades.

Maybe it's just us. We imagine there are plenty of depths and game modes we have yet to experience so we'll reserve judgement for the time being, but we do feel a certain degree of tweaking will have to be done in this area if it's going to become a pastime in its own right.

Still, the single player mode's where it's really at – and all indications are that this will surpass its predecessor in every conceivable way. Which can't be a bad thing, surely?

SEQUENCE BREAKING



In the demo version that's available in the US, we found a few potential sequence breaks – means of getting to places that you shouldn't, using the equipment you currently possess. Whether or not these will be in the final game remains to be seen, but we hope they will be, as sequence breaking is a great source of game longevity and discussion-fodder for hardcore Metroid fans.

NGC VERDICT





No big surprises, but the more familiar we get with this, the more our anticipation builds. It's more polished overall, and the additions (although fairly minor) could open interesting new possibilities. Unfortunately, our enthusiasm for the multiplayer has dampened slightly – but then, Metroid games have always been about the solo experience.

ANTICIPATION RATING







THE KNOWLEDGE

- A turn-based LotR RPG that concentrates on the films' secondary characters – but still features guest appearances from the original cast.
- Hours of unlockable film footage, as well as real-time cut-scenes.
- Decent battle system that uses unit positioning and battle objectives to vary the encounters.
- Play as the enemy to unlock more powerful 'Evil' items.



FACTFILE

Who's making it?
EA Games

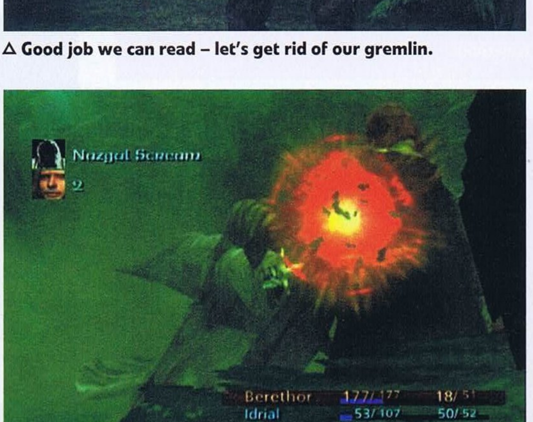
What have they done before?
Lord of the Rings: The Return of the King (NGC/87, 86%)
Hack and slash adventure with an entertaining co-op mode.



△ Good job we can read – let's get rid of our gremlin.



△ Everything's a bit monochrome at the moment.



△ Where you are restricts the targets you can attack.



△ Poor old Idrial's on the verge of dying – only 8HP left.

LORD OF THE RINGS THE THIRD AGE

The Rings turns RPG – and it's full of surprises…



We have to admit, when we first saw this we were underwhelmed. It looked decent, if a bit brown. The premise was fine, too – a console RPG based on the Lord of the Rings films, but delving deeper into the stories of secondary characters. Trouble is, when was the last time EA made a decent RPG for Gamecube?



"THERE'S NO SHOPPING – CHARACTERS OBTAIN ITEMS BY DEFEATING ENEMIES"

Our concerns may have been unfounded, as *Third Age* displays some excellent touches, and even shies away from many standard RPG conventions. To begin with, EA have ditched the idea of currency and shopping. Instead, characters obtain items by defeating enemies and these can then be equipped to build up your characters' armoury. All the items have been individually modelled, so every piece of clothing, armour, and weaponry is visible on your character – allowing you a level of aesthetic customisation few RPGs can boast.

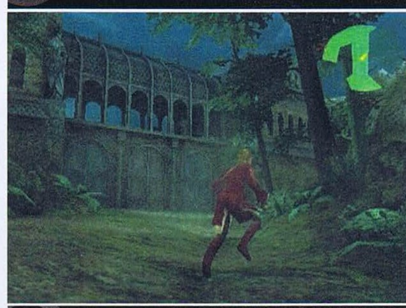
The battles, despite being turn-based, also buck a few traditions. Enemies and player-controlled characters don't face each other in stilted battle-lines. Instead, units are scattered around the battlefield, restricting who can attack whom and adding another level of tactical depth to the proceedings. EA have also injected some variety into the encounters with mini goals that you need to accomplish in battle.

A brave effort on EA's part, then, and coupled with their super-high production values, this could turn out to be a surprise hit. Now, if only they could inject a bit of colour…



NGC VERDICT

UK NOV | US NOV | JAPAN TBC



So far this exceeds our expectations. The battle system has been well thought out and the skill trees for individual character development are extensive. There's a great deal of scope for character customisation. We also particularly like the streamlining of some aspects, like removing the need to trudge through towns selling and exchanging items. Looking good.

ANTICIPATION RATING




























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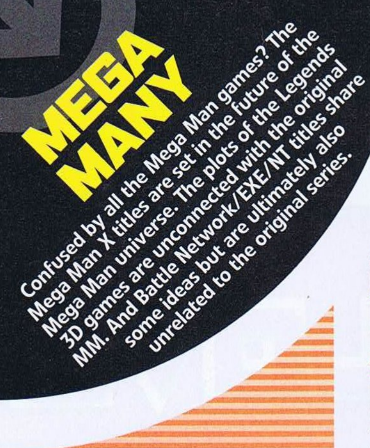
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△ For Mega Man X's special attack you simply have to charge up the A button.



△ This is effectively the main hub of the game, and it's from here that you…



△ …can teleport to any new areas and continue your investigation.



THE KNOWLEDGE

- A cel-shaded RPG that takes place in the Mega Man universe featuring all your 'favourite' characters like Spider, Zero, Cinnamon, Massimo and Shadow.
- Customise and strengthen your characters into unique individuals using Force Metals you discover throughout the game.
- Innovative battle system that breaks down your special attacks into minigames to maximise their effects.



△ Hot on the trail of those rogue Reploids – we'll bring them to justice.

NGC ON THE DVD VIDEO

FACTFILE

Who's making it?
Capcom

What have they done before?
Mega Man Network Transmission (NGC/84 59%)
A really poor take on the pretty decent GBA-based RPG series.

MEGA MAN X COMMAND MISSION

Looks like the best Gamecube Mega Man yet. Really.





A Mega Man game that hasn't made us want to reach for the reset button in disgust has got to be a good thing, surely. After the revolting *Network Transmission* we'd almost given up hope that we'd ever see a decent Mega Man game on a home console again, so it's a pleasant surprise to have this turn up. Honestly, it *really* isn't half bad. It's very well presented for starters. It's got a lively and brash atmosphere about it – almost like a Saturday-morning cartoon. The cel-shaded visuals, although not the best we've ever seen, are solid enough and help inject a little personality into the real-time cut-scenes. So far so good.

"IT'S GOT A LIVELY AND BRASH ATMOSPHERE, ALMOST LIKE A SATURDAY-MORNING CARTOON"

ANIMATE



The opening intro sequence for the game is a high-quality full-screen slice of hyperactive anime. It's a cracking way to kick off proceedings but, unfortunately, we haven't seen any more footage like it in the main game. It's a shame, because the contrast between this kind of footage and the in-game visuals isn't quite as jarring as you might expect. If Capcom supplied more of this it would have complemented the game perfectly. Hopefully *Command Mission's* ending sequence will offer more…

Command Mission is by no means your usual Mega Man game: it's an RPG. No, not in the *Battle Network* vein either – it's more of a traditional effort with EXP, turn-based battles, team members and individual unit customisation elements all driven by a suitably ridiculous plot. With robots. You see, in the Future According to Mega Man, sometime around the year '22xx' a mineral substance called Force Metal is discovered and used to create specially enhanced Reploids (a bit similar to Mega Man and Zero, we suppose). Unfortunately, in a mining colony in Giga City a band of Reploids get itchy feet and decide to tool up and start a revolt. (Still with us? Good.) Naturally, it's up to Mega Man and his mates to go and sort them out. It's all a bit daft – not to mention bewildering if you haven't



ATTACKS

You have a basic attack that doesn't use up any Weapon Energy and an 'Action Trigger' that gets stronger the more WE you have available. There are also secondary modes of fire available, depending on your abilities.



TURN ORDER

Probably the most important part of a battle. This window here tells you who'll be attacking and when they can do it. It also lets you know how much energy your team members and your opponents have.

COMPANION

You can have three companions active at a time, but your party will eventually be larger than that. Choosing the best team for the job and substituting the members in and out of battle is an essential part of the game.



VITAL STATISTICS

The main two are LE (life energy) and WE (weapon energy). WE replenishes by 25% every turn, but you have to use this for various attacks as well as the more potent specials.

kept up with the whole Mega Man universe – but getting thrown into the action right from the offset helps keep your attention off the story and on the basic workings of the game, which are fundamentally sound.

You take control of X (a blue, regular-looking Mega Man). Wandering around the opening 'dungeon' you're faced with some simple switch and door puzzles and a number of basic random encounters that explain the ins and outs of the battle system. In the bottom-right corner of the battle screen is the turn order, allowing you to figure out the best strategy or course of action. You have a number of basic attacks that you can use, depending on which Force Metals you have equipped, as well as a stock of power to use for healing and special attacks and so on. While the system is hardly as engaging as something like *Tales of Symphonia*, it's still pretty solid and is certainly up there with the system found in games like *Skies of Arcadia*.

The special attacks, in particular, require you to participate in basic minigame-style events to boost an attack's power, while other abilities include team-based combination attacks and the option to execute 'Hyper mode', where you evolve team-members into super powerful alter-egos for a brief period of time.

So far everything seems to be in order. We've played through just under ten hours' worth of the adventure and the only really annoying thing we've encountered so far is the (in places) rather poor localisation. Other than that, this looks like a promising (if basic) addition to GC's stock of RPGs.

NGC VERDICT

UK 19TH NOV | US OUT NOW | JAPAN OUT NOW



With the exception of Geraint (who swears blind that the *Battle Network* games are 'really good, honestly!') we're not the biggest Mega Man fans in the world, but we have to admit to enjoying this one. It's a pretty basic RPG, but it doesn't do anything particularly *wrong*. The lack of challenge may be an issue if it remains as easy as it is, though…

ANTICIPATION RATING







△ There are a number of close range attacks, like hostage taking.

GOLDENEYE ROGUE AGENT

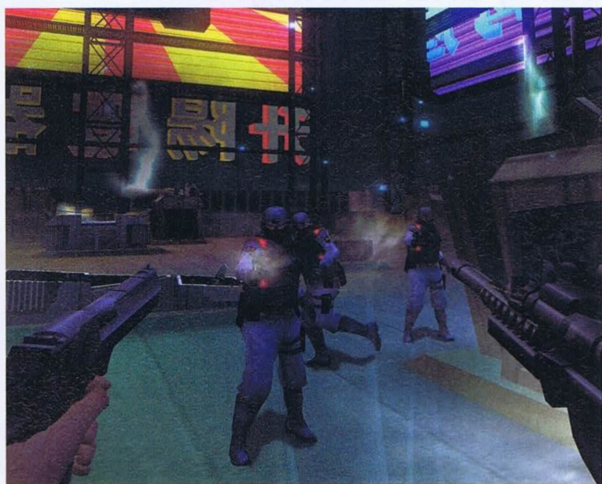
Swift, sweet non-Bondage.

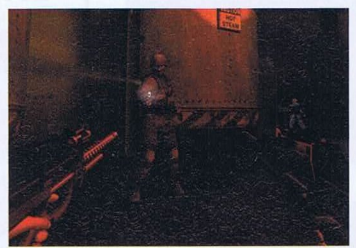
We have to admit, we were more than a touch sceptical when this was first announced. Discussions in the office mainly revolved around fears of Electronic Arts defiling the N64 *GoldenEye's* good name. We could smell a 50-60% game from across the pond – and it was only just in development.

Well, it's fair to say that EA LA have acquitted themselves admirably and really risen to the task. We are happy to say, our fears were misguided. Every single build of the game that we've played so far has quietly impressed. It's fast, it's solid and it promises to deliver a killer multiplayer experience. Kittsy, the most cynical man alive in the world today, swears by it.

Maybe it's the extreme violence, the cunning AI of your enemies or the simple fact that you can pound people in the face with one hand while filling his mates full of lead with the other. Maybe it's the sheer satisfaction you get from pushing people over the edge of buildings or kicking Brosnan's cheeky face in at the end of the first level. Whatever it is, we know it's already far better than we expected, and certainly much more exciting a prospect than the lacklustre *Everything or Nothing*.

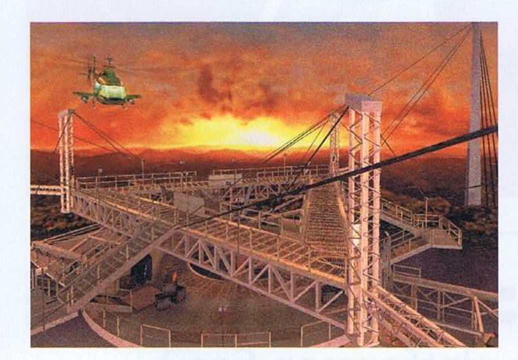








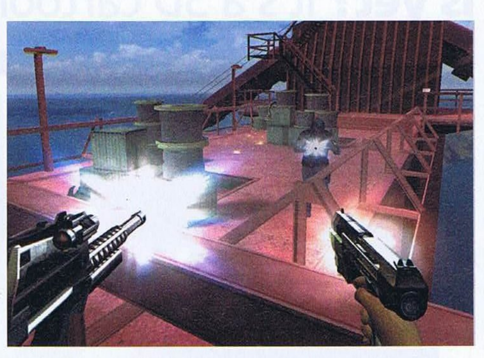
△ The dual weapon system lets you keep up a constant stream of fire, letting rip with one gun while you reload the other. A great addition.







△ Violence from the streets of Hong Kong? Yeah, yeah… but just look at the hairs on his hand! Sorry, *your* hand.



△ You'll be trying to pick out homages to the Bond films – in the top shot you'll notice a bit of View to a Kill action…



△ Sweet power-ups and kick ass bosses.

METAL SLUG ADVANCE

Mini-mayhem, just got smaller.



The Metal Slug series seems to have been around since we were old enough to squander our dinner money on the local chippy's arcade cabinet. It had frantic gameplay, with well-animated sprites, stunning artwork for the backdrop and hard-as-nails two-player co-operative action. It was the kind of game that used to make us cry ourselves to sleep at not being able to afford a Neo Geo. So it'll come as no surprise to hear that we've had our eye on this for a while. Thankfully, the license isn't being palmed off on some poxy little developer. SNK Playmore will be taking care of business (they're the gang who made the excellent handheld Neo Geo Pocket version), we've no fears that they're not up to the task. Find out for definite next month in our review.



△ Choppers, tanks, dirty, fat cannons – plenty of stuff to keep you on edge…



△ Sprite-packed levels have made sure *Metal Slug's* maintained its loyal fans.

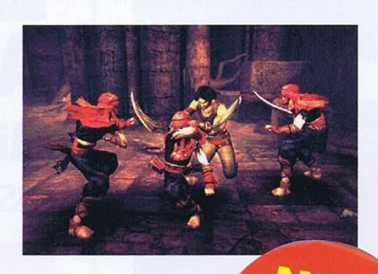
PRINCE OF PERSIA WARRIOR WITHIN

The sequel gets a name change. Dramatic, isn't it?

The development team behind the next *Prince of Persia* title are trying to open up the game even more to really give you a sense of freedom. For instance, you'll now be able to stick your sword through a curtain and slide down, tearing the material in two as you descend, rather than just taking the stairs. Just like Chunk in The Goonies.

Naturally, fighting's still what drives the game, and Ubi Soft are trying to fuse combat and 'navigation puzzle solving' to a significant extent. So you'll have to cut your way through a bunch of goons as you consider your next move. Should be good.







△ **Our big reservation's the decision to launch this on 26th November, the same day as one of Nintendo's big Christmas titles. Don't let it get lost again, Ubi Soft...**





△ **EA obviously have faith in the *The URBZ*, as it's coming to Gamecube, GBA and the upcoming DS. Bet the DS touch screen is used for carrying out job tasks...**

THE URBZ SIMS IN THE CITY

It's like GTA, without all the shooting and driving. Um.

We're still unsure about this. The frame rate's all over the shop, the environment lacks solidity, the idea of building up your 'rep' by trying to blend into stereotypical groups – skateboarders, bikers, boyz in the hood... well, it reeks a little of forced cool. EA have even drafted the Black Eyed Peas into the game.

Still, you can't argue with the fact that they've made some definite gameplay-enhancing tweaks. For starters, they've streamlined the day-to-day management of your Sims – there's no need to go to the lav or eat so often – so you've got more time to focus on the fun stuff. Each of the city's districts has a specific job for you to do and success here gives you 'power-socials' – special moves that help build up your rep.

But they really just need to sort out those annoying technical issues before it arrives in November...



TY THE TASMANIAN TIGER 2: BUSH RESCUE

Can you tell what it is yet? It's a 3D cartoon platformer. See?



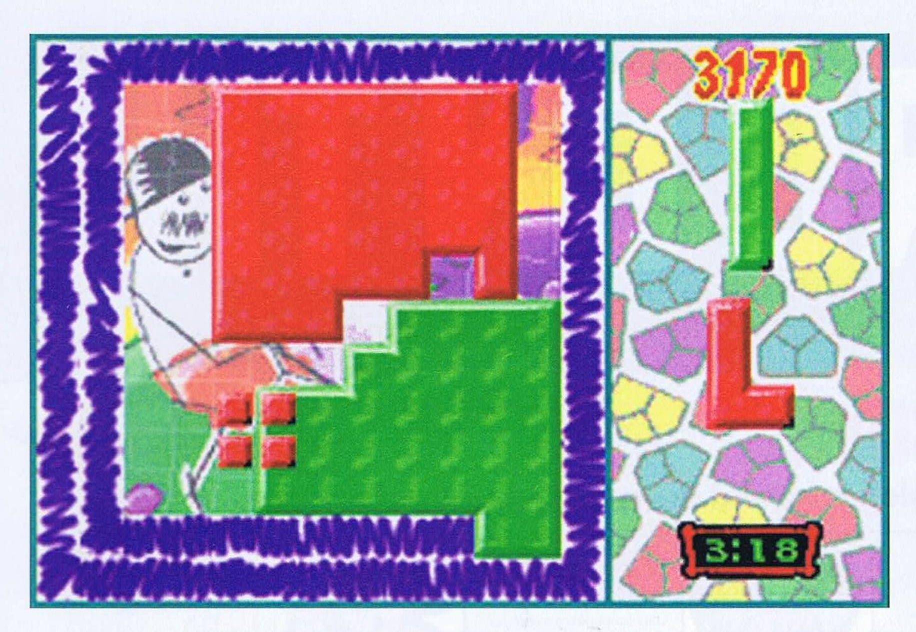
Someone, somewhere has to come up with the storylines for this kind of stuff. Do you think he's happy in his work? Writing about 'Evil Boss Cass' trying to take over the world with his 'Uber Reptiles' and how our 'boomerang-wielding hero' and his 'Burramudgee Bush Rescue mates' must stop him. Is he satisfied coming up with names like 'Lasharang', 'Megarang' and (oh God) 'Kaboomarang' to describe Ty's 21 upgradable boomerangs? Really? Actually, this is looking better than you might expect – plenty of variety, with helicopters, submarines and mech units to thrash about the outback in, a shopping-style upgrade system and plenty of cartoon violence.



△ **Tigers love petrol and cornflakes. All of them.**

△ **You can see this mech unit in action on the DVD.**

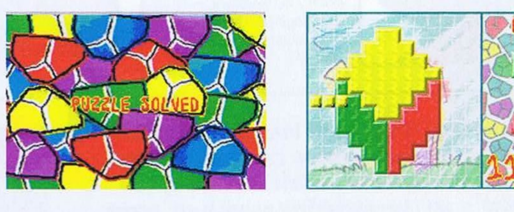


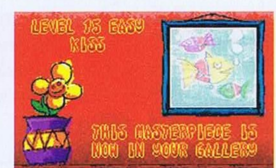




IT'S MR PANTS

Rare's unofficial mascot gets his own game. Is it (titter) pants?









△ Wonder when the infamous AAA will try his luck...

△ Mr Pants: the most disturbing leading man in game history?

Could be an unexpected pre-Christmas treat, this. It's a GBA puzzle game with a bowler hat-wearing, Y-fronts clad leading man. It's not all superficial quirky zaniness though – there does seem to be a hard-working game at its core. A cursory glance at the screenshots, and you might think it's, what, a uniquely British take on *Wario Ware*? Perhaps just in attitude. This is a 'real' puzzle game, see. Mr Pants drops blocks down the screen, *Tetris*-style, and you need to fit them together to create different shapes. These have to be made out of the same block colour – drop different colours on top of each other and you could end up with the game ending, or a weird chain reaction.

There are the usual block-dropping game extras – multipliers, combos and bonuses – and (wait for it) a crayon snake which can muck your shapes. To be honest, this is the sort of game that we'd expect Rare to reserve for the dual screen, touch screen benefits of Nintendo DS (you know, if they were actually developing for it). But we're not complaining – expect it in November...



△ Super, Ultra or Normal attack? Yeah, go for Normal. Pea-brain.

BEYBLADE GREVOLUTION

Hold onto your trousers – big news just in! We've heard that, on the same day that *Metroid Prime 2: Echoes* and *Prince of Persia: Warrior Within* will be demanding your Gamecube pounds, *GRevolution's* unleashed on GBA! "Simply abysmal" was how we described Gamecube's *Super Tournament Battle*. We'll see if this is a 'bit' of 'beast' in November...



△ You can play as Bob or Patrick. You need to save Mr Krabs. Enough.

THE SPONGEBOB SQUAREPANTS MOVIE

Just what you've been waiting for, we bet. The chance to 'interact with all your favourite characters from the movie'. Geraint's especially looking forward to earning 'manliness' points as he explores its six worlds (and boyyyy, does he need them). It's currently listed as being released in October 2005 – a whole year away. But by then we'll all be playing *SpongeBob SquarePants DS*, right?



△ Ride a motorbike, hang from a parachute, shoot things till they gush.

ACTION MAN ROBOT ATAK

On a scale of one to not-at-all, guess how much we're looking forward to this? Perhaps we're being a little too harsh. This might be a refreshing side-scrolling shoot-'em-up fuelled by a top-class license. There again, it might be a slightly derivative, instantly forgettable, run-of-the-mill throwaway title. Which might sneak out before we can review it...



TERMINATOR 3 REDEMPTION

The only reason we're making a little room for *T3* (alongside *Robot Atak*, you'll notice) is because, yes, it looks like sneaking out onto shelves before we've been sent review code. *<Sigh>* What does that tell you? a) they forgot, b) they'd run out of envelopes, or c) the game didn't exactly sweep the board with accolades on its release on other systems? Three guesses...

~~In the hot seat!~~ ~~Pulp friction!~~ ~~Cards on the table!~~

WORD ON THE

NGC rips into the men behind this winter's big Mario game.

NGC ON THE DVD VIDEO

THE PAPER BOYS

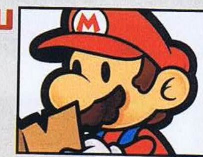
The three-dimensional blokes behind the two-dimensional marvel.



MR RYOTA KAWADE
Chief Director of *Paper Mario 2* development.
Chief Game Designer/ Development Department of INTELLIGENT SYSTEMS.



MR HIRONOBU SUZUKI
Chief Script Director of *Paper Mario 2* development.
Chief Engineer/Development Department of INTELLIGENT SYSTEMS.



MR. KENSHIRO UEDA
Co-ordinator of *Paper Mario 2* development.
SPD(Software Planning & Development Division) Nintendo.

Paper's brilliant. Drawing, baking, macheing, lining your budgie cage with - you just can't beat the versatility of a wafer-thin slice of tree. Nintendo have reflected this in their stunning new Mario RPG, which is coming to Britain in less than two months' time. There's an eye-watering wealth of paper effects used in the game, both as features of the gameplay and as entertaining environmental treatments. We've freshly prepared some cracking sequences of the game in action on this issue's DVD. While you're getting ready to enjoy that, why not hear us pump Nintendo's three Paper Mario musketeers for the story behind the game? One for all, and A4'll for one! Oof.



NGC: How much of Squaresoft's Mario RPG design remains in Paper Mario 2: The Thousand Year Door?
RK: I should say that this is completely different software from Mario RPG. It should be obvious from its outlook design and the fundamental nature of the playability.

NGC: What particular challenges did you face when you started working on the game? And how much guidance did Mr Miyamoto provide?
RK: Our main concern was to find the best way to surprise users with the special features that we could create using Gamecube technology. During the early stage of the game development, I frequently consulted with Mr Miyamoto. He gave me several pieces of advice. Actually, I contacted Mr Miyamoto more often before we'd even started the game project than when it was underway. I had to present him with the planning sheets many times, and he asked me to work on them harder each time before he gave us the green light.



KU: Mr Miyamoto has been involved in the project as a sort of supervisor. He reviewed the planning sheet and approved the development to be initiated. After that, he helped by supervising and confirming the directions of graphics and character art works.
Actually, the very first challenge Mr Kawade and others had to face was how to convince Mr Miyamoto. For example, we had to explain how we'd utilise the idea of things being flimsy like paper to a large degree in the final game. The utilisation of paper-like elements was more of an 'improvement' for him than an 'innovation' since the original idea was there with the N64 version.
We were supposed to generate the novelty aspect as well. Unfortunately, we could not receive the passing mark from Mr Miyamoto regarding this novelty test when we presented the planning sheet. However, I asked Intelligent Systems, "Won't you be able to show 1,000 plate-polygon characters at once on screen?" I asked this because I wanted to show Mr Miyamoto that this game was going to be really showy and fun. When Intelligent Systems finished the programming for 1,000 characters and showed it to him, Mr Miyamoto finally gave the game his go ahead. It appears that what we presented him with was what he had wanted to do in the N64 version.

NGC: Which ideas evolved over time and which did you have to drop?
RK: As far as the concept of this game is concerned, there have been no significant changes made during production. But we did work very hard to decide on and create what is going to be the main attraction of the game. We tried very hard and, in the end, we came up with the best ideas possible, I believe.
To expand the paper-morphing nature of the game further, we tested the idea of the player drawing lines and pictures on paper, but we have decided not to feature these elements too much in terms of the



total game balance. You can find these ideas used in some of the events, though.

NGC: Assuming you're working on a DS version, will it be like an update of the N64 game with touch-screen functionality, or a completely new design?
RK: Unfortunately, we cannot comment on that. What kind of game do you want us to work on next?

NGC: Would you like to use the Paper Mario graphical style in another type of game and, if so, what sort of game would suit it best?
RK: I believe that it can be used in various games. But, of course, there are games where using this effect would not be appropriate. In Paper Mario, the flimsy paper-like movement of the characters have resulted in vivid and dynamic actions. So I think that the effect can be most appropriate for action games.

NGC: Do you still play games to relax when you're away from work? What are you playing at the moment?
RK: Unfortunately, I have been unable to play a lot of games for pleasure lately. When I play, I have to do so mainly for my research. But I recently purchased Donkey Konga for my son, and I am enjoying playing it with him at home.

HS: I love Konami's game called, Jikkyo Powerful Pro-Yakyuu (Live Powerful Professional Baseball). I especially like the 11th edition that I am currently playing. I should say that the game is really a nice communication tool with my son for me. Also, as a professional game designer, I can learn a lot from this game. Playing it is both work and a hobby for me.

KU: Because I need to play action games so often in the office, I've personally come to love some more relaxing games. At home, I often play text-adventure games. Most recently, I've been playing such NES Classic titles as Famicom Detective Club 1, Famicom Detective Club 2 and Shin-Onigashima. I've been taking a rather long time to finish these, perhaps half a month to a month per title.

NGC: Which Mario character do you most identify with, and why?
RK: I like Princess Peach. She's a cute character. Yet, deep in her heart, she is a strong woman. Come to think about it, maybe because of my personal attachment to Peach, I have let her play some significant role in the game.

HS: I like Yoshi. Yoshi looks cute too, and when he acts, he acts cutely. I like listening to Yoshi crying. I am very glad that I could make Yoshi the companion for the game player in this game.

RK: I must say I like Yoshi too. As a matter of fact, after the original Paper Mario was out, there were comments from the players, as well as from the development team, saying that they wanted to play with Yoshi as their companion.

KU: I have some personal attachment to Luigi. Afer I started working for Nintendo, the very first game I was involved with was Luigi's Mansion. I am rather sad that Luigi has not been given a very significant role lately.

NGC: What's next for Intelligent Systems?
RK: We are working on the new Fire Emblem series for both Gamecube and Game Boy Advance. The Fire Emblem series is a very popular "Simulation RPG" in Japan. Fire Emblem is scheduled to be sold in Europe for the first time too. Please look forward to the launch!

OUR PROMISE

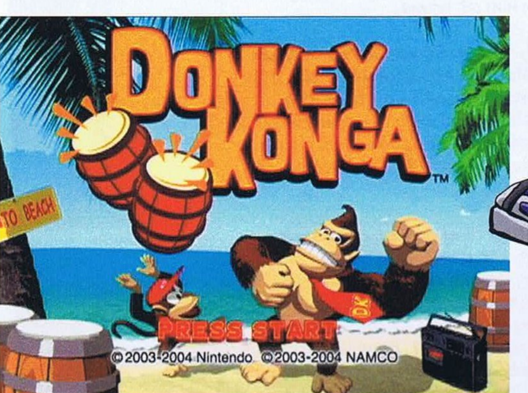
Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we can give you a proper verdict – and one that saves you from wasting money.

NGC THE VERDICT YOU DESERVE!

REVIEWS









DONKEY KONGA

Drummers – hairy, sweaty and never get the girl. At least you'll always have your bongos. Go on, give 'em a pat… P44

WARNING! SPOILERS AHOY! OUR REVIEWS CONTAIN SENSITIVE INFO!



MADDEN NFL 2005

Madden's been channelling the rock-hard "this game hates you" spirit of *Ikaruga*. And you'll keep playing it anyway. P60



PIKMIN 2

The thieving space-vegetable gypos return! We've only recently reviewed the Japanese version, so here's a reminder of why it's so great. P62



FIFA FOOTBALL 2005

For gamers who know what they want, and don't want any surprises this year, if that's all the same to you… P54

AND…

HOW IT WORKS...

Our reviews are the most comprehensive on Earth. We devote more pages to the games you want to know about, and give you loads of detail. We don't rest until we've played a game enough to pinpoint ALL of its strengths and weaknesses, and be able to deliver the most honest, no-nonsense verdicts around.





DEF JAM
FIGHT FOR NY

Blinging 'eck, if it's only our old friends Carmen Electra and Snoop Dogg baffing each other's guts in for the pleasure of a baying crowd. *Fight for NY* takes hip-hop pagga away from its wrasslin' roots – a good thing? P50

OUR SCORING SYSTEM

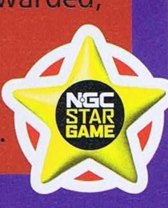
0-24
Crushingly awful, massively dull. Rest assured, this game is crud.

25-49
A disappointing title, stashed with nasty faults and likely to be short on any quality.

50-74
Some great bits, some not-so-great bits. Decent but definitely problems.

75-89
Great fun, brilliantly programmed at times, but probably flawed.

90+
Rarely awarded, a 90+ is essential. Buy with confidence.



THE SCORE BAR
The verdict explained for you...

PROS AND CONS
Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with some quick plus and minus points.

IF YOU LIKE THIS...
Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suitable suggestions here.

VISUALS AND SOUNDS
Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY
How well does the game make use of the Gamecube's startling hardware?

LIFESPAN
Will it last you a lifetime or a couple of minutes? This is where you'll find out for sure…

VERDICT
We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict as to whether you should bother purchasing a game.

+
- Long ears that're as soft as a dead man's carpet.
- Soft, fat nose.

−
- Stink up British beaches.
- Frequently need tails replaced.



IF YOU LIKE THIS...
Donkey
Fairytalecom
NGC/43, 77%
Shrek's pal is helpful, but mouthier than Geraint when he's trying to impress girls.



8 VISUALS
They're cute enough, in a shrunken horse-type way.

2 SOUNDS
Grumbly and loud. Just what you want from your transport.

7 MASTERY
Tough, placid little creatures, and good for lots of jobs.

6 LIFESPAN
Not exactly long-lived, but last much longer than hamsters.

VERDICT
Not to bad, not too good – there are other animals you'll like more, but also ones you'll like a lot less.



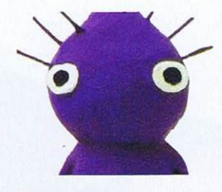
NGC
68

MEET THE NGC TEAM

Who's your favourite drummer? Let's find out from the team.








MARCUS
Animal! No, wait… Dave Grohl! No, no… cEvin Key. Yes. From Skinny Puppy? C'mon, you've heard of 'em! Up the Puppy! Oosh!

PAUL
Caroline Corr. He's not interested in her percussive ability, but if she'd like to try out for his band, he'll 'audition' her.

KITTSY
Keith Moon. Any man who stuffs his bass drum with explosives for a TV show has Kittsy's respect. Yes, any man.

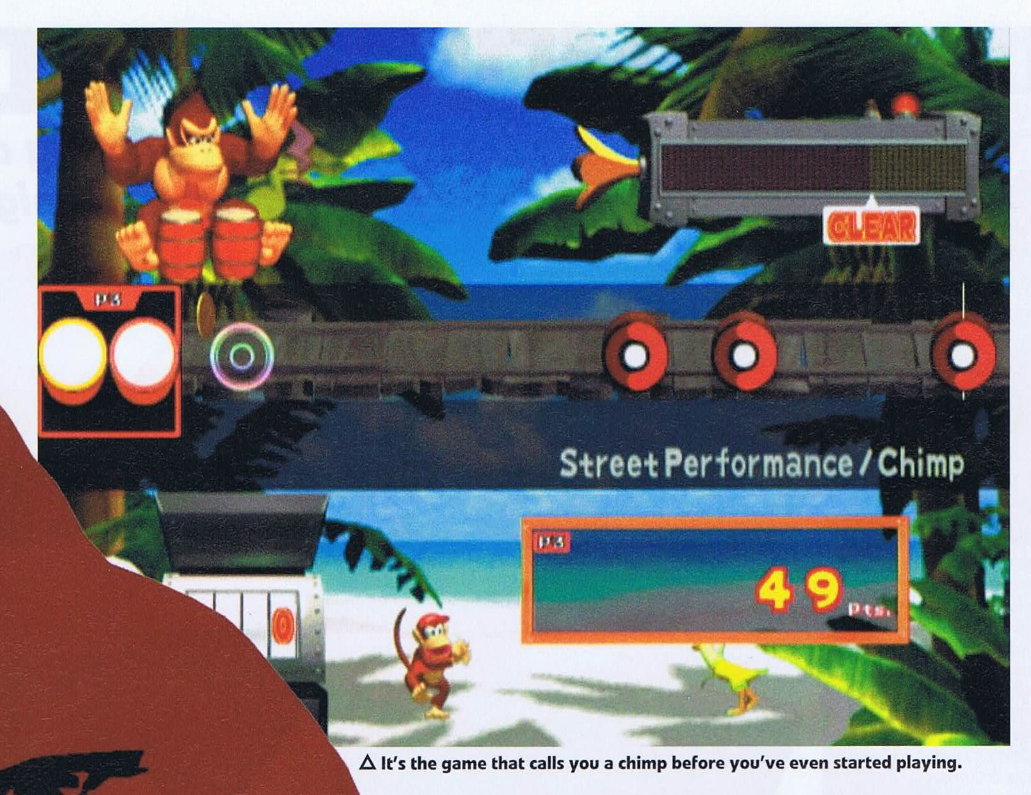
GERAINT
After being smacked soundly for saying 'turkey drummer', Ger sulked for a bit and plumped for 'Little Drummer Boy'. Goofer.

PIKMIM
Someone no-one's heard of. She's a bleedin' goff, see? Hence the rest of the team have nominated Phil Collins as her favourite.

NICKY
Ringo Starr. Any train-loving gent who creates the work of genius that is Yellow Submarine is all right by our special guest.

"A rhythm game with a plot involving bananas"





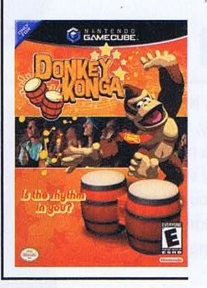
△ It's the game that calls you a chimp before you've even started playing.

DONKEY KONGA

Introducing the hairiest, funniest, drummingest thing on Gamecube.



PUBLISHER	NINTENDO
DEVELOPER	NINTENDO
RELEASE DATE	15TH OCT
PLAYERS	1-4
MEM. CARD PAGES	3
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40





Dancing games? Old hat. Singing games? Well, if you're as tone-deaf as we are, you're out of luck. So how about a bit of drumming?

When Donkey Kong finds a pair of barrels washed up on a desert island beach, he discovers that they're actually 'legendary' musical instruments. In other words, bongos. So he sets out to find busking fame and fortune, aided by Diddy Kong and the rest of the hairy mob.

Yes, this is a rhythm game with a plot, of sorts, involving apes, bananas, and a couple of tunes from monkey-faced rockers Supergrass. It requires special controllers costing £20 each (you get one with the game but you're going to want three more) and it's probably not the sort of thing you imagined you'd be playing when you bought your Gamecube.

> **"LOOKS HAVE RARELY BEEN LESS IMPORTANT IN A GAME"**

But if you've ever lusted after the hugely expensive, Dreamcast-only, monkey-based maraca-shaker *Samba De Amigo*… If you've ever wanted a console title you can share with the special non-gaming person in your life… If you just enjoy hitting things… You are going to *love* this.

"Snap up as many as you can afford"

MONKEY BONGO

The best gaming accessory since Samba De Amigo's maracas...

MINI MONKEY MAYHEM

It's not just about music – the Ape Arcade section includes bonus bongo modes to mess around with.

KREMLING KRUELTY



■ DK's old rival K Rool makes a guest appearance here, popping up from a muddy hole in the floor. You have to bash the bongos or clap to smack the Kremling leader back down, depending on which hole he jumps out of. Diddy makes the occasional guest appearance too, and if you accidentally hit him you lose points. It's hardly the best game ever.

BONGO RATING: 2

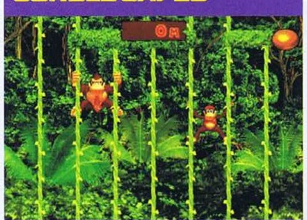
BANANA BONANZA



■ DK's hypnotic juggling game has a whiff of real skill about it. The left bongo makes DK pass a banana to his throwing hand and the right one makes him chuck it in a slow arc. Clapping adds another banana to the mix, and pretty soon you're in a *clap-thump-thump-clap* zone of gaming greatness. Then you lose your timing and drop the bananas everywhere.

BONGO RATING: 3

JUNGLE JAPES



■ In this one you batter the bongos to make DK climb the vines. It would be pretty good if you could build up a rhythm and make him climb at super monkey speed, but you're limited by the continuous slow scrolling of the screen. All you can do is make the ape go left or right to avoid obstacles, and try not to let him fall off the bottom of the screen.

BONGO RATING: 1



START BUTTON

Purely for making choices on the menu screens. They could have done this using the microphone but there would probably be a lot of confusion caused by people coughing, clapping or playing with the drums while you try to choose the next track. To deselect an accidental menu choice, press both bongo tops for a second or two.

PLUG STORAGE

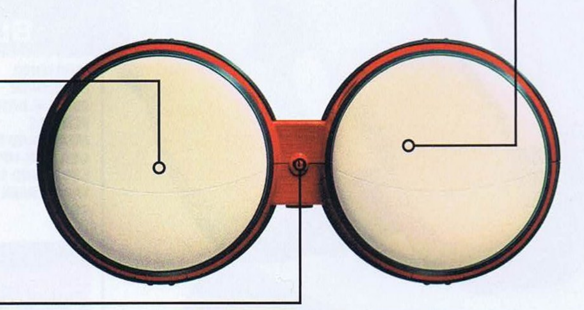
You can wrap the cord around the middle part and clip the end into one of the plug-shaped recesses under the drums. They really have thought of everything.

BUILD QUALITY

Chunky and tough. You'd have to try very hard to damage them, and at £20 a throw you get a lot of plastic for your money. You'll treasure your bongos, and if the experiences of Japanese and American punters are anything to go by, they'll be in short supply. Snap up as many as you can afford – the game plus the three extra sets of bongos you need will set you back around £100, which is the same price the Dreamcast classic *Samba De Amigo* was with just one set of maracas.

SKINS

The soft, rubbery tops conceal spring-loaded plastic pads. They're solid and satisfying to thump, and will take a lot of punishment. A gentle tap triggers them as effectively as a mighty whack.



MONKEY BONGO

This sensor between the two drums picks up handclaps. Not just your own, either – if there are people watching you play, they can get involved by doing the clapping parts. It also picks up noise from the other players, so you'll want to adjust the sensitivity so your combos don't get interrupted by some chimp clapping loudly and out of sync. You can also trigger a clap by tapping the side of the bongos, if you're too shy to get into the full-on drumming and clapping foolishness.



DONKEY KONGA

Health warning: seriously addictive

JAPANESE?

Eagle-eyed readers will notice that some of the pictures in this review show the Japanese version of the game. Before you give us a verbal slapping via Correction Corner, it's because the UK review version supplied by Nintendo had huge portions of the game missing. When we called to request a *complete* English language edition, we were told that 'the Germans' had taken all the good discs back to Nintendo HQ, and this stripped-down version was all they left behind. Once we'd picked our jaws up off the floor we realised we'd have to go ahead and use screenshots of the missing mini-games and other bits from the Japanese release. We're told the only thing that's different is the music, so this review applies no matter which version of the game you're going to buy.



Most of the Japanese tracks are rubbishy kiddie pop things, but there are a few real gems.





Get in there, Donkey. The real Kong gives his chimpy sidekick the thrashing he deserves.



They reached the top and had to stop. Because there were no more vines to climb up in the rather boring vine-climbing game. Still, at least Donkey was victorious once again.



COMING SOON?

There's already an expansion disc available in Japan, containing a new set of songs and tweaked gameplay modes. While we haven't heard of any plans to release a similar disc over here, it would be surprising if there isn't a follow-up at some point. The bongos will also be used for next year's unique DK Jungle Beat platform game and for the two-player mode in the forthcoming pinball-wargame hybrid Odama.







Nintendo have the world's most famous monkey. Namco have a highly successful series of arcade drumming games. We've no idea who came up with the idea to combine the two, but come this Christmas mums and grannies all over the country will want to plant sloppy wet kisses on his chubby little cheeks.

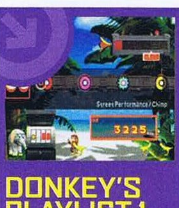
On a machine with some pretty inventive party games – *Monkey Ball* and *Wario Ware* spring to mind as two of the best – there's only one that could possibly appeal to people who wouldn't know which way up to hold a joypad. *Donkey Konga* is the game that console-oblivious pensioners and hyperactive toddlers alike will want to play. And they'll actually be *able* to play it. Not quite as well as you, we grant you that, but they won't be utterly disgraced in a multiplayer game and they'll have fun playing it.

When you think about it, that's an amazing achievement. Developers have struggled for years to design something that the non-gaming masses will buy into, and this is as close as anyone has come to realising that dream. It's almost completely intuitive and, apart from the odd use of words like 'combo', a jargon-free zone.

All players need is a basic sense of rhythm, the ability to distinguish right from left, and the knack of making both hands meet in mid air to create the percussive noise gamers and non-gamers alike call 'clapping'. It could hardly be simpler.

The playing area is a bar running across the screen. Coloured circles float from right to left, representing the drum notes you're going to play. When they hit the line on the left side of the screen, you hit the bongos – yellow circles for your left hand, red circles for your right and purple circles for both hands together. When a blue star floats past, you clap.

Sometimes the circles have elongated trails, which is your cue to bash the bongos as fast as possible, for a drum roll. And that's as complicated as it ever gets. As long as you know which colours are coming up next, you don't have to watch for the exact moment the circles



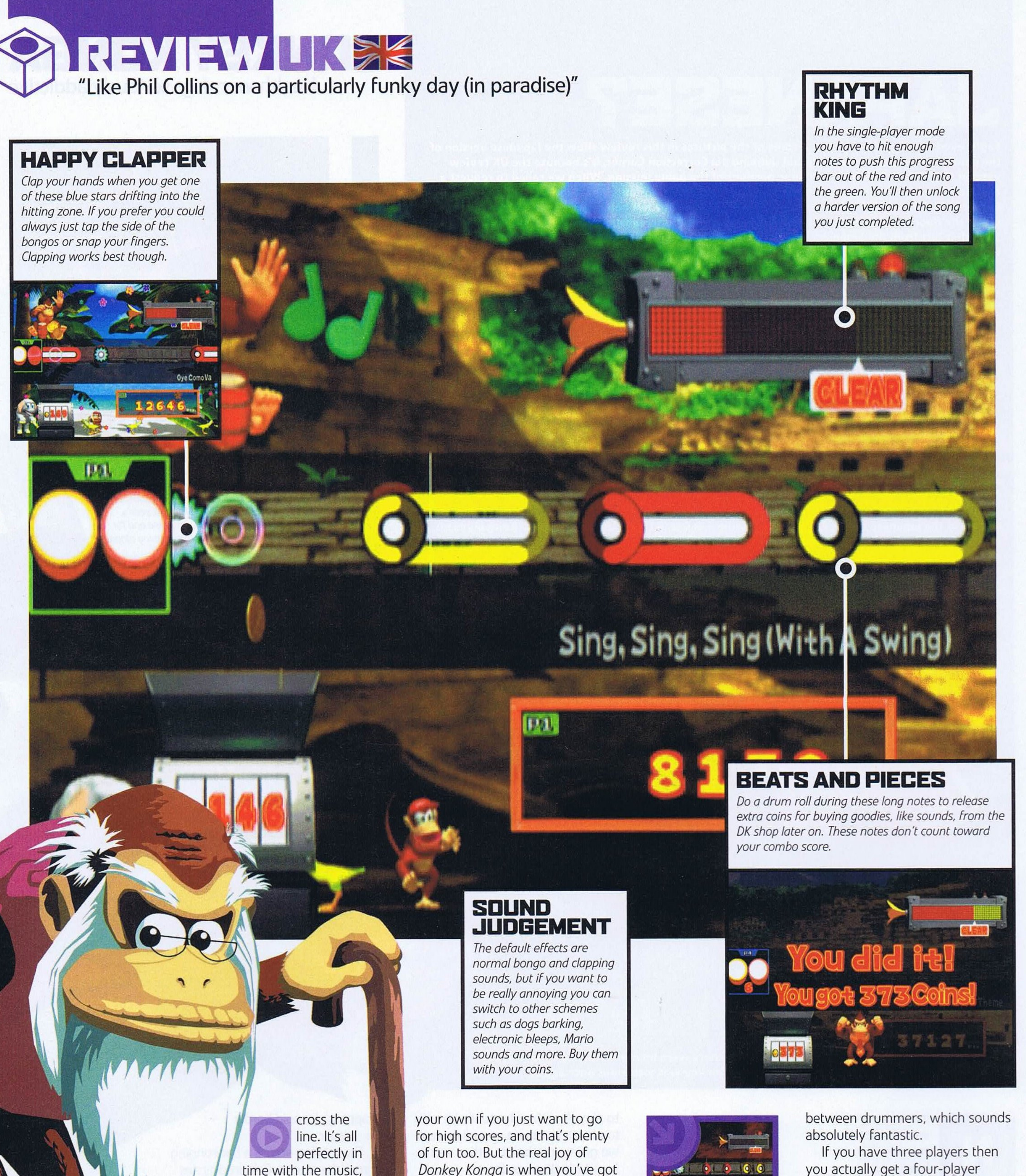
DONKEY'S PLAYLIST 1

Here's the rundown of songs in the UK edition. It's slightly different from the US version and bears little resemblance to the Japanese original.

- *Canned Heat*
- *Alright*
- *Don't Stop Me Now*
- *Lady Marmalade*
- *99 Red Balloons*
- *I Want You Back*
- *Tubthumping*
- *Back For Good* (cont...)



"Like Phil Collins on a particularly funky day (in paradise)"



HAPPY CLAPPER

Clap your hands when you get one of these blue stars drifting into the hitting zone. If you prefer you could always just tap the side of the bongos or snap your fingers. Clapping works best though.

RHYTHM KING

In the single-player mode you have to hit enough notes to push this progress bar out of the red and into the green. You'll then unlock a harder version of the song you just completed.

BEATS AND PIECES

Do a drum roll during these long notes to release extra coins for buying goodies, like sounds, from the DK shop later on. These notes don't count toward your combo score.

SOUND JUDGEMENT

The default effects are normal bongo and clapping sounds, but if you want to be really annoying you can switch to other schemes such as dogs barking, electronic bleeps, Mario sounds and more. Buy them with your coins.

cross the line. It's all perfectly in time with the music, so while you keep playing along with the rhythm you'll find you hit the skins like Phil Collins on a particularly funky day (in paradise).

Each note earns points for Good, OK, Bad or Miss, depending on how sharp, or otherwise, your timing is. Hitting multiple notes without getting a Bad or Miss is a combo, which earns loads of points and is where you'll doubtless clinch an easy victory over your great-grandad and his arthritic hands.

However, winning isn't the point – you might as well play on your own if you just want to go for high scores, and that's plenty of fun too. But the real joy of *Donkey Konga* is when you've got a gang of people gathered around the telly. In multiplayer mode the songs are arranged so each person gets a different part to play. You'll do a drum roll, the next person claps, somebody else fills in an eight-note sequence, and pretty soon you and your family or friends are sounding like a tight percussion group.

Unfortunately the songs are all arranged for one, two or four players. With the correct number of participants, the drumming action is either completely self-contained, with one person doing the whole lot, or split into parts that bounce back and forth between drummers, which sounds absolutely fantastic.

If you have three players then you actually get a four-player arrangement with the computer taking the place of the missing band member. Consequently a hearty *clap-clap-thump-clap* sequence that would travel all around the room in a four-player game becomes *clap-clap-thump...* silence. The computer plays the missing sound through your speakers but it doesn't compare to the noise you get from a real player, and can sometimes throw you off your rhythm.

The music selection on the disc is detailed elsewhere in this review, and contains a good, eclectic mix of styles. Some of the songs from the Japanese version have returned,

DONKEY'S PLAYLIST 2

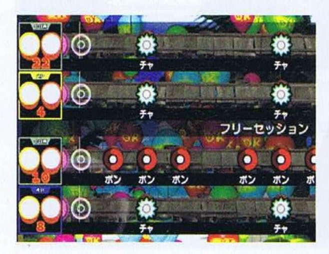
- *September*
- *Richard III*
- *Cosmic Girl*
- *The Loco-Motion*
- *All The Small Things*
- *Oye Como Va*
- *You Can't Hurry Love*
- *Dancing In The Street*
- *Para Los Rumberos*
- *Wild Thing*
- *The Impression That I Get*
- *Sing, Sing, Sing (With a Swing)*

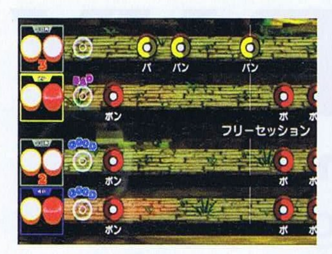


TWO-TIMER

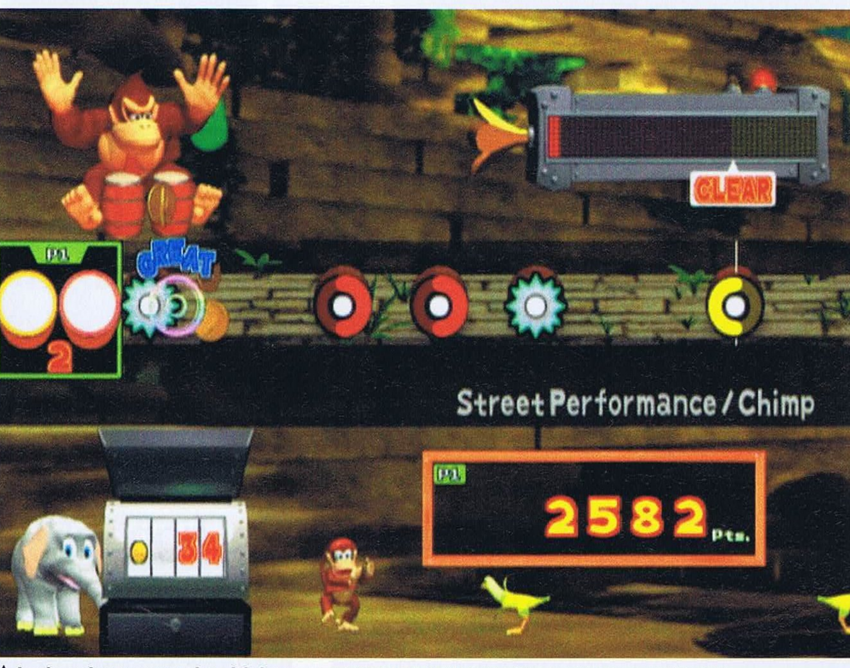
There are two-player challenge modes in which you have to hit special notes to activate fruit machine wheels or wipe your opponent's score. We'd say the non-competitive jamming sessions are more fun, though, and you still get little monkey trophies if you play well enough. Challenge mode is too dependent on hitting the special notes.











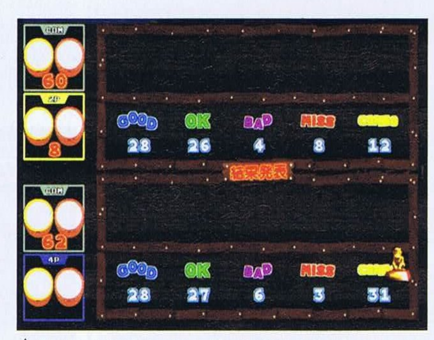
△ Look at that progress bar. It's because we've just started playing, we'll have you know!



△ Adjusting the mic sensitivity (in the Japanese version again).



△ Special effects such as balloons or butterflies appear when you do a drum roll.



△ Totting up the score. More than one player can get a trophy at the end of a song.

while some of our favourites have been ruthlessly excised in favour of Supergrass numbers. Or rather, Supergrass cover versions – all the tracks are performed by soundalikes who make a convincing job of it. Mostly. We weren't fooled by the reedy Michael Jackson impersonator on I Want You Back, but it still sounds good. As with the Japanese game, it's often the unlikeliest songs that make the best drumming tracks, and you may find yourself passing over familiar tunes in favour of the old swing or orchestral numbers.

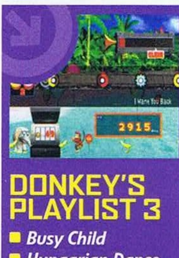
On the negative side, only one of the mini-games is really all that good, and the game's lifespan is forcibly stretched by the inclusion of a mode where you have to play the drum notes entirely from memory. Needless to say, that part isn't for everyone. It's also a shame there isn't some way of editing drum patterns so you can challenge your mates to replicate your own rapid-fire solos, or swap new rhythmic creations via memory cards. And, while we're in greedy mode, we would have appreciated a couple of alternative arrangements for each track – maybe an all-clapping one, or something like that.

Donkey Konga isn't one of the prettiest Gamecube titles but at least the simple, functional graphics are nice and clear: you'll never make a mistake because you couldn't see the notes. Even during the mini-games, where the designers could have gone to town with some of Gamecube's built-in visual effects, the graphics are barely as good as *Donkey Kong Country* for the SNES.

And yet looks have rarely been less important in a videogame. You'll be hooked on *Donkey Konga* before you've made it to the end of your first song, and once you get a few other players involved, this will be the first thing you want to load up after an evening at the pub, or the one and only thing you'll be *asked* to load up during a civilised family gathering.

It's an expensive game when you factor in the cost of buying extra sets of bongos, but we wouldn't be remotely surprised if it turns out to be the most collectible Gamecube title in years to come. Get it while you can.

MARTIN KITTS



DONKEY'S PLAYLIST 3

- *Busy Child*
- *Hungarian Dance #5 in G Minor*
- *Turkish March*
- *Rainbow Cruise*
- *Super Mario Bros. Theme*
- *Legend of Zelda*
- *DK Rap*
- *Donkey Konga Theme*



- Anyone can play.
- Brilliant fun.
- A true party game.

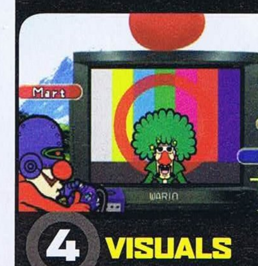


- Expensive.
- Weak mini-games.
- No proper three-player mode.



IF YOU LIKE THIS...

Wario Ware Inc.
Nintendo
NGC/97, 90%
More than 200 tiny games for just £20. That's less than 10p per game!





4 VISUALS
Purely functional. They do the job but they're a bit dull.

8 SOUNDS
Tunes that everyone will know and most people will like.



8 MASTERY
You'd have to be heartless to resist tapping those bongos.

9 LIFESPAN
A lot livelier than Trivial Pursuit, that's for sure.

VERDICT

Better mini-games and user-defined drumming patterns would have been nice, but this is still brilliant.





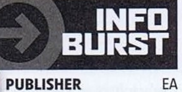
LADY KILLER

The girl characters look good but are rubbish at fighting. So if you're after points to unlock the 95% of the game that's hidden from the start, repeatedly beating Carmen Electra to a pulp will do the trick. Go on, it's fun.

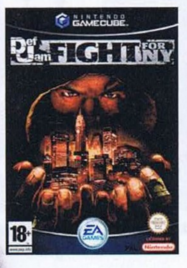


DEF JAM FIGHT FOR NY

Join Snoop Dogg, Warren G and, erm, Henry Rollins for the gangsta rappin', bone-snappin' fight of your life…



PUBLISHER	EA
DEVELOPER	AKI
RELEASE DATE	OUT NOW
PLAYERS	1-4
MEM. CARD PAGES	2
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40





△ **Fighting in the middle of a jeering crowd is the game's best feature. It has been done before in the ancient *Pitfighter* arcade title, but not this well.**



Do you long for a spot of fighting but find wrestling games a bit tame? Well, if WWE games are for kids who snap their bones trying to perform takedowns on the cat, this one is for proper gangstas who hang outside the shops, getting blitzed on Red Bull.

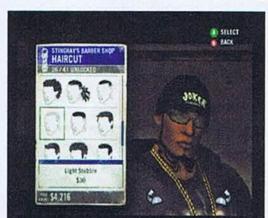
Def Jam Fight for NY chews up five combat styles, 60+ characters, a heavy dose of humour and some bone-crunching moves, and spits out a compelling, genre-busting grapplefest.

It's about wrestling, it's about kickboxing, it's about gravity-defying martial arts. Most of all, like Nintendo's Shrekalike Reggie, it's about kicking ass and taking names. And looking good while you do it.

Battering people is easy. Battering people while strutting

> **DEF JAM REWARDS THOSE WHO FIGHT STYLISHLY AND PUNISHES BUTTON-BASHERS**

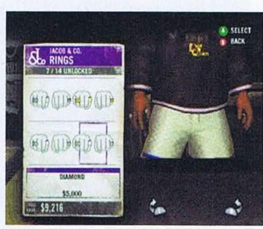
RAGING BULL
Making it big and keeping it real painful.



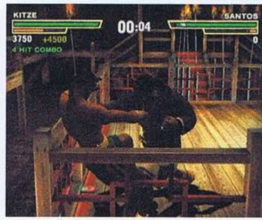
After creating our fighter with the help of a police sketch artist, the first places to go are the barber's shop and tattoo parlour. His face is on file with the rozzers. Change it.



Our dude needs to make money to feed the family, so enter him into a few bare-knuckle brawls. With his initially non-existent skills, our man takes beatings from street kids.



Maybe we'd get the crowd on side if our guy had style. We visit the posh part of town for some 'bling'. These rings look like something out of a cracker, but they pack a punch.



That's it – back him into a corner and pummel away with half a kilo of metal on each fist. Having mashed this fella's head, we'll give his next of kin the dry cleaning bill.



Sadly, it all falls apart when our bloke faces opponents who know how to grapple. We'll have to develop some actual talent with the game to beat these gits.



△ Public Enemy's favourite Flav takes a crushing beating from Epps.



△ You can knock people into hazards like that light over there.



HELPING HAND

The best way to inflict the maximum amount of hurt in the minimum amount of time is to make use of the crowd. The assembled fight fans will grab hold of the opponents you throw at them. If you then do a grapple attack while your foe is being held captive, the crowd will pitch in with fists, feet and weapons. If you get pushed into their clutches, it's a really painful way to go out.



△ Shaniqua lets a couple of willing helpers take care of her cheatin' boyfriend. Rough justice, but these are rough times and New York is a rough place.

around like you own the place, flashing your gold and playing up to a crowd of baying fans – that's talent. *Def Jam* rewards those who fight stylishly, and punishes button-bashers with humbling defeats.

If you keep repeating the same basic moves and don't learn the skills needed to activate the more complicated stuff, you'll never wear down your opponent enough to finish him off. He might stagger around looking dazed, but he's just biding his time until your mashing thumb gets tired and you slow down enough to allow a couple of fancy reversals and a swift end to your fighter's sense of self esteem.

The only way to finally flatten your opponent is to wear down his constantly recharging health bar until it's temporarily in the red, then unleash the kind of move that deserves to win a scrap. Namely a special grapple attack; something unsporting that involves assistance from the crowd; or a haymaker of a right hand to the jaw.

Audience participation is a major gameplay asset that sets *Fight for NY* apart from ordinary wrestling games. The best fight locations are surrounded by non-combatants, who'll react whenever a fighter strays too close. Generally they'll just shove you back towards your opponent, like the ropes in a wrestling ring, but if you play it smart they'll be the difference between victory and embarrassment.

Boot your opponent into a group of spectators and they might duff him up before kicking him back. If you're lucky, they'll get busy with weapons such as beer bottles and pool cues. The pluckier fight fans will grab your victim in an armlock, leaving you to boot him in the stomach and smack him in the face. Better still, you can make them take part in a double-team move that will reduce your foe to a skinbag of shattered bones. Now *that's* a knockout.

Having a crowd of people who pitch in during fights is a fantastic idea. The empty arenas of ordinary beat-'em-ups seem dull compared to *Def Jam's* vibrant bars, bustling rooftops and seedy clubs, and it's a disappointment when



EASY UNLOCKS

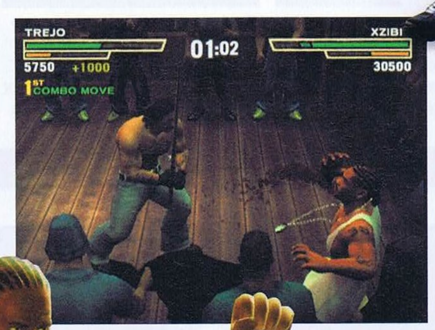
Normally you'd earn new characters by beating them in the Story mode. But if that's too difficult you can always replay easy Battle matches against the computer and earn points to unlock whatever you want. You get five points for a win, and characters cost from 25 points each.

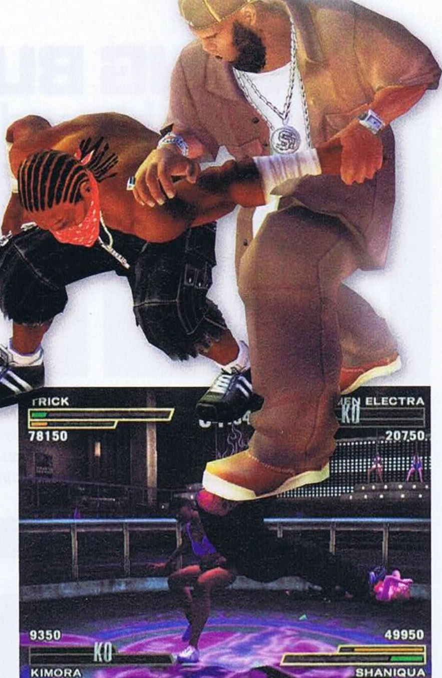
"Get the better of those evil, spoiling grapplers"

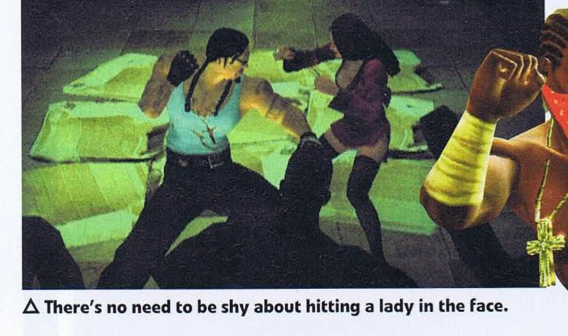


△ Pimps, hoes and spankings… so wrong, yet it feels so right.



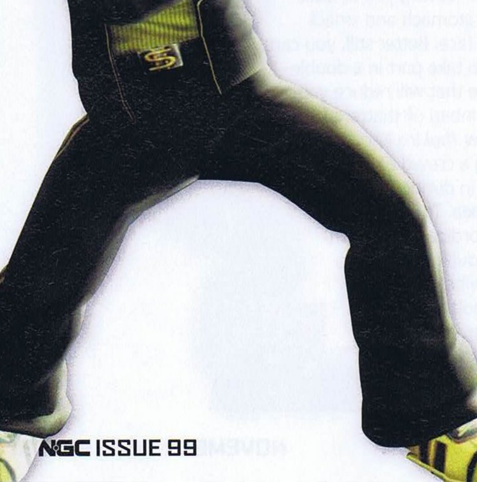






△ There's no need to be shy about hitting a lady in the face.





you're obliged to fight in the game's handful of ordinary wrestling rings. It's also much harder to score a knockout without the audience, and a lot less funny.

Career mode takes your personal created fighter through a long series of tournaments and special events, linked by a tenuous story that involves proving your hardness in the world of bare-knuckle brawling and gangsta rap. As you conquer various fight pubs around New York, first beating up the patrons, then the owner, you earn cash to spend on the essential accessories that will smooth your progress to the next level.

Getting kitted out with new clothes, tattoos and jewels makes a difference to your popularity with the fans in the crowd, and you'll find your special attack bar rises much faster when you look the part. Choose the wrong items and you won't have such an easy ride.

When the bar is full you can send your fighter into Blazin' mode, giving you a short time to activate a special Blazin' move. Once you've got your opponent in a grapple, a quick tap on the C-stick launches a hilariously violent, thoroughly humiliating assault that climaxes with a Matrix-style freeze-frame before the final blow is delivered. If the recipient of all this attention was in the red when the beating commenced, he'll be on the floor, twitching, by the time it's all over.

Like most other aspects of your created fighter, the special moves can be customised. Every time you defeat somebody, his Blazin' attack will be available for purchase. You can buy as many as you can afford, and swap them around, keeping four assigned to different C-stick directions. You can also buy and combine new fighting styles – if you designed your fighter as a

> "A TAP ON THE C-STICK LAUNCHES A THOROUGHLY HUMILIATING ASSAULT"

Rougher, tougher and cooler than before



RING OUT

Certain arenas have breakable sides. Slam your opponent into the same spot three times and a piece will break away, allowing you to shove him over the edge.

HEALTHY

It's not easy to knock somebody out. To remove the last bit of health you have to do something special, such as use a weapon or get the crowd involved, otherwise your opponent will recover enough to do you in. There are no cheap KO's here.

BLAZIN' SQUAD

Do lots of taunting, strutting and grappling if you want to fill your Blazin' meter. Then you can unleash a deadly special move.

HELLO, YOU

Your created wrestler stays at a low level for quite a while, but once you've built up his abilities he'll be the ultimate pub fighter.



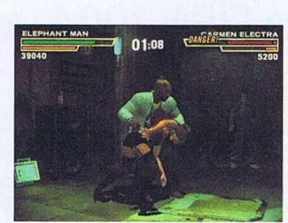
△ **You get a special camera angle for environmental knockouts.**



△ **Just biff him into the crowd and they'll take care of the rest.**



△ **Brawling is easier and less effective than grappling.**



△ **Here's the bit where Carmen gets smashed into a speaker.**

kickboxer, buying the wrestling style will open up new techniques. It's pretty much essential, since many of the toughest enemies have multiple styles.

The vast majority of the game is locked when you first load it up, so you'll have to beat Career mode if you want to the full multiplayer experience. There are modes where you fight for your rival's vehicle, fight inside a circle of fire, and fight to hurl each other through a window, among many others. But, like the best of the characters (a mix of real celebrities and original creations) and the custom moves, it's all drip-fed to you as you play. Assuming you keep winning.

Fighting for New York can be tough. Unless you're familiar with beat-'em-ups in general, and wrestling games in particular, you'll have a hard time overcoming some bosses. We found characters with wrestling or submission styles frustrating to fight. The game flows a lot more, and is more enjoyable to watch, when the combatants don't get tied up so much.

Whatever you choose and however good you are at it, *Def Jam* is rarely less than excellent entertainment. We keep returning to it, despite switching off the console in disgust at some of our defeats, and after a long struggle with the slightly sluggish controls we reckon our fighter is tough enough to get the better of those evil, spoiling grapplers. Six times out of ten, at least.

Few games will make you laugh as much as this, particularly if you take delight in seeing opponents not just beaten, but crushed. It's much better than last year's *Def Jam Vendetta*, which we awarded 87%, and would have scored higher were it not for some jarring frame rate problems. The game is seriously jerky at times, and it's only the GC version that suffers from stuttering animation. It needs a 60Hz mode to make things smoother, but there was no such option in our PAL review version. What a disappointment.

Despite that, you can consider *Fight for NY* close to an essential purchase if you're a fan of either wrestling or rapping. If you enjoy both, this disc will grip like a console limpet until *Metroid Prime 2: Echoes* is released, at the earliest.

MARTIN KITTS

FOUR'S A CROWD

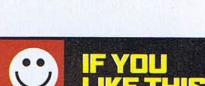
A four-way free-for-all battle is total chaos. Unless you're adept at staying out of trouble and picking off opponents when they get chucked to the edge of the melée, it's basically a button-mashing frenzy of carnage. You'll soon forget all your carefully planned combos.



- 60+ characters.
- Loads of modes.
- Good humour.
- Four players.



- Poor frame rate.
- Little unlocked from the start.



WWE Day of Reckoning
THQ
NGC/98 74%
Bog standard wrestling with no humour. Now with added ladies' undies.



6 VISUALS
Good characters and backgrounds, jerky animation.

8 SOUNDS
Funny dialogue and a decent hip hop soundtrack.

4 MASTERY
Great fighting system, shame about the frame rate.

8 LIFESPAN
Gets pretty hard and there's loads for you to unlock.

VERDICT

More varied than any other fighting game, it's only the jerkiness that spoils things for *Def Jam Fight for NY*.







△ This camera gives you a brilliant view of the top half of the pitch.



△ This was his second yellow card for bumping into a player. Naughty Figo.



△ Believe it or not, these two teams once contested the European Cup final.

△ The free kick controls are just like a simple golf game, and it's easy to hit the target.







FIFA FOOTBALL 2005

Or is it just FIFA 2004 version 1.1?


INFO BURST

PUBLISHER	EA
DEVELOPER	EA
RELEASE DATE	15TH OCT
PLAYERS	1-4
MEM. CARD PAGES	2-70
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40


Being a football fan is an expensive hobby. Two or three new nipple-chafing plastic shirts to buy each season, plus a season ticket that's 10% dearer each year to cover the salaries of your useless millionaire reserves… Forty quid a month for Sky, only to find half the games you want to see are on pay-per-view.

And then there's the annual FIFA videogame update. Unless you're the kind of person who doesn't mind going out in public in a Liverpool shirt with Candy on the front, you've probably got too much self respect to be seen dead playing a game that's a whole year out of date.

FIFA 2005 tightens things up at the back, so the scores should be kept a little lower than before, but there's only one significant change as far as the gameplay is concerned. This year, when receiving a pass, you can tilt the C-stick to make the player knock the ball in the appropriate direction. The idea is that you watch where the defender is going to go, then knock the ball somewhere else with your first touch, thereby bamboozling leaden-footed centre-halves and ageing midfield maestros alike.

> **"SOME THINGS THAT SHOULD HAVE BEEN FIXED SIMPLY HAVEN'T BEEN TOUCHED"**

It works but it's clumsy. To make the best use of it you're going to have to flick the C-stick every time you collect a pass, which is pretty awkward. If you opt to save it for special occasions it's easy to forget it exists, as without it the game plays exactly like last year. We can't think of any reason the first touch function couldn't have been incorporated into the main joystick, except that it might have made it harder for the ad men to sell the game's new gimmick.

This is certainly less of an update than the last two versions have been, and some things that should have been fixed simply haven't been touched – witness the officials who, in a FIFA-endorsed game, still don't have a clue about the new offside rule. Which was introduced to real-life footie matches last year.

It's still a quality football game. It plays smoothly, there are some great features such as the free kicks and the one-touch passing, and we were sufficiently impressed with last year's version to award it 85%. This year it's basically the same game with a slightly fiddly C-stick feature, which is why we're marking it down a little. We demand more evolution from EA's annual sports titles, and if you own last year's version there's absolutely no point getting this particular one. Must try harder.

MARTIN KITTS


- Official teams.
- Official stadiums.
- Easy to play.
- Satisfying.


- Misshapen players.
- Duff commentary.
- Clueless referees.
- Blind linesmen.


IF YOU LIKE THIS...

Winning Eleven 6 FE
Konami
NGC/79 93%
Only on import, entirely in Japanese, and the best football sim on Gamecube.


6 VISUALS
Solid animation; cardboard crowd; fat, ugly heads.


6 SOUNDS
Good crowd noise, but why bother with commentary?


7 MASTERY
It's solid, it handles well and it's not frustrating.


8 LIFESPAN
With no other footie games on the horizon, it'll last ages.

VERDICT
New player stats plus one new feature. Very nice but you've probably already owned this for a year.

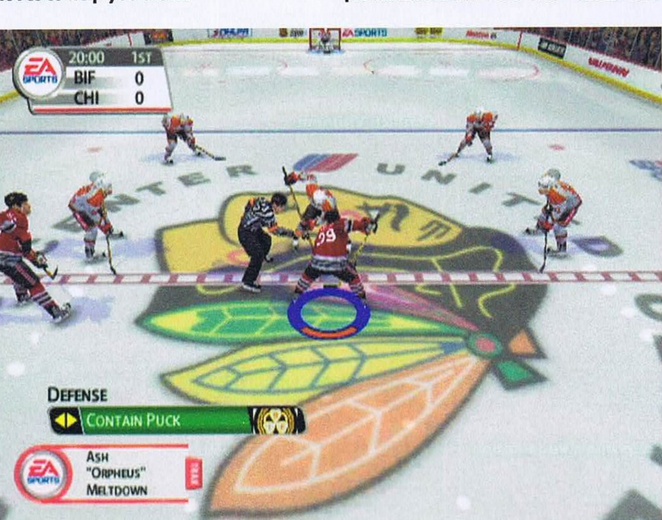

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Switching to the action camera view makes everything seem faster and more, erm, actiony. Makes sense, really.


Now there are 'round the back' moves to help you score.


The goalie takes most of the punishment. Don't rub 'em – count 'em.


Lining one up in the Replay mode. You can't adjust the height of the camera, which is a bit annoying.



Why does everything have to have that EA Trax business going on? Message to EA – your Trax were a novelty once, but now we're beginning to really hate them.

NHL 2005

Get stuck in to the sport of sticksie-puck.

INFO BURST

PUBLISHER	EA
DEVELOPER	EA
RELEASE DATE	8TH OCT
PLAYERS	1-4
MEM. CARD PAGES	38
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40

Another yearly update of a sport that barely registers as a minority interest in this country? You have two possible reactions. You can either moan at EA for releasing something nobody will buy, while telling us nothing about the title we really wanted to see on GC (*Burnout 3*); or you can thank them for still caring about the UK fans of one of their oldest franchises. We choose the latter.

In this edition of America's fastest, dirtiest sport, we've got the usual handful of enhancements – some are more useful than others. 'Open ice' is the theme for 2005, so there are several changes to the controls and AI to prevent the players all chasing after the puck. You can command them to spread out a bit, and make dummy runs to draw defenders away.

The movement is more realistic, allowing players to skate backwards and stop instantly. New shooting techniques let you wind up a wrist shot and release it when the path to goal is clear. There are some defensive additions, such as the ability to 'tie up' players by blocking them with your stick, and you can smother shots by making a player dive in front of the puck, which looks as painful as it sounds.

The hockey World Cup has been included, so you can select international teams and see how awful the British are. There are also improvements to the Dynasty (aka Career) mode – this time you can pick a top side instead of having to start with losers. And it looks better than any of the previous versions.

Most importantly, it plays a slick, game of hockey that will restore the faith of anyone who invested in last year's sluggish, jerky version. If you genuinely dislike the sport, you probably won't be convinced by *NHL 2005*. But as a videogame, hockey works well enough to hurdle at least a few transatlantic sporting barriers – it's quick, easy to learn and high scoring. Try it, then cross your fingers for *Burnout 3*.

MARTIN KITTS


- Fast action.
- Graphics better than previous versions.
- Smart AI.


- Slightly awkward button layout.
- It's only hockey.


IF YOU LIKE THIS...

NHL Hitz 20-03
Midway
NGC/74 65%
Jam-style arcade hockey with loads of violence and simplified rules.



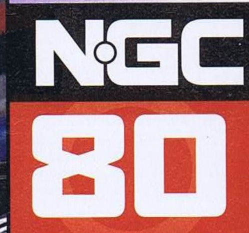
8 VISUALS
Subtle reflections on the ice, and great player faces.

7 SOUNDS
The in-game commentary is useful for NHL newbies.

7 MASTERY
The franchise has been polished until it shines (like ice).

8 LIFESPAN
The more players you have, the better it gets.

VERDICT
A good, solid hockey sim that's a huge improvement over last year's version. Worth a slap-shot or two.

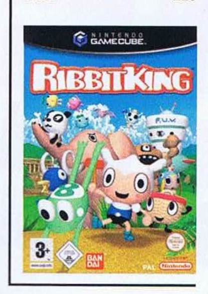


△ A typically bizarre day on the frolf course. Who is whacking frog? Oh no! Bear is whacking frog!

△ He doesn't look very excited to have sunk his frog in the hole.

INFO BURST

PUBLISHER	ATARI
DEVELOPER	BANDAI
RELEASE DATE	OUT NOW
PLAYERS	1-4 PLAYERS
MEM. CARD PAGES	2
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£20





RIBBIT KING

Did you frolf today? Hopefully not…

Apparently frolf is what you get when you combine frogs and golf. Having assumed that striking a soft amphibious creature with a golf club would result in little more than a nasty mess and a stern letter from the RSPCA, we're glad to be proved wrong.

In *Ribbit King* you have to whack your frog into a fairly massive hole while collecting bonus items to increase your score. Instead of belting it directly with a nine-iron, you launch the frog using a small see-saw contraption and a mallet, just like at the fairground. Except here the frog doesn't get catapulted – it jumps on its own after you've bashed the see-saw, which must mean it's broken or something. Nobody's going to come and fix your busted see-saw, and nobody's going to get a great deal of enjoyment out of *Ribbit King*. You aim your frog towards something interesting, set how much power you want to use, then take a swing with your mallet. At first nothing happens. Then the frog jumps where you told it to go.

Then it jumps again. Sometimes it spots a fly, so it jumps to eat that, then slides down a hill or goes swimming in a puddle. Other times it just sits there, right next to a bonus item it could easily reach. Even if you could aim in exactly the same place and use exactly the same power, it seems like the frog will never do the same thing twice.

Unless you're the computer, in which case you'll make identical shots every time you play a hole. Your frog even behaves the same way afterwards if you're the computer. At least it means you know what score your opponent is going to get.

To add a bit of a thrill there's a mystery bonus at the end of each round, which awards points for something you didn't know you were supposed to do – swim furthest, jump highest or whatever. You might as well take a guess because the game will never let you in on the secret.

It looks cute, in an *Animal Crossing* sort of way, but there's no getting away from the fact that frolf is a bit rubbish. Perhaps in the sequel they'll let us use proper golf clubs.

MARTIN KITTS

> **"INSTEAD OF BELTING IT WITH A MALLET, YOU LAUNCH THE FROG USING A SMALL SEE-SAW"**

+

- Cheap.
- Cute.
- Simple.
- Easy.



–

- Tedious.
- Random.
- Unchallenging.
- Brief.



IF YOU LIKE THIS…

Mario Golf
Nintendo
NGC/95 85%
Also nice and simple, with loads more depth and fun. It's either this or *Tiger Woods 2005*.





Nice cut-scenes, but rather bland in-game graphics.



Unremarkable music and sound effects. Turn it down.



They could have done much more with this concept.



It'll bore you long before you finish it. Even though it's tiny.

VERDICT

It looks so sweet and Japanese, we really wanted to like it. Frogs… golf… bears… But it blows.






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△ The cut-scenes are all voiced by British 'talent'. Er... Nice?

△ Different characters join your party, each bringing their own skills.



- Clever ideas.
- It's certainly original.
- It's only 20 quid.



- Badly presented.
- Short and low on challenge.
- Feels unfinished.



IF YOU LIKE THIS...

Gladius
Activision
NGC/88 70%
Enjoyable turn-based strategy game that requires perseverance to get the most out of it.





Nice design touches in places but generally pretty poor.



Poor voices and peculiar choices for the music.



Some original ideas thrown into an unfinished product.



Not much of a challenge. Two-player mode is a laugh.

VERDICT

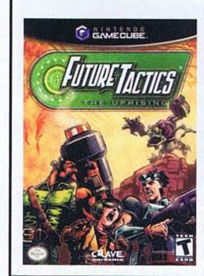
A cheap, original title that proves to be enjoyable enough, but rather heavy with flaws. For £20 it's worth a look.





INFO BURST

PUBLISHER	ZED TWO
DEVELOPER	CRAVE
RELEASE DATE	22ND OCT
PLAYERS	1-2
MEM. CARD PAGES	4
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£20



FUTURE TACTICS THE UPRISING

Take it in turns to hunt the bugs... and we don't mean the 'Alien' kind...



We first saw *Future Tactics* almost three years ago. Since then it has had a name change (from *Pillage*) and, you'd hope, a lot of work. So we note with dismay that it hasn't moved on *that* far since we last saw it. The textures are bland, the characters, though well designed, are poorly animated, and you get the feeling that the game is only just hanging together.

Despite its rough appearance, the basic design is solid enough. It's a turn-based strategy game along the lines of *Final Fantasy Tactics*. However, in the case of *Future Tactics*, the grid is replaced by open terrain that you can navigate freely within the confines of your character's movement zone. Once your character is in position, you have to manually target the enemy and set power and accuracy. In this respect, it plays a little like *Worms 3D*, only without a time limit while you make your move.

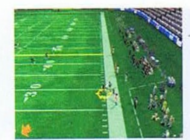
It works well. The interface for aiming and setting power, in particular, is brilliantly implemented – requiring you to take aim and then align two bars into a cross-section over your target to set the power. There are more smart touches too. Find hidden upgrades and you can kit out your band of fighters in useful ways. You can 'level-up' your units by ensuring that they regularly score kills, while the destructible terrain and basic physics of certain objects (like rocks) make room for tactical choices and allow you to perform some little tricks on the battlefield.

"YOU GET THE FEELING IT ONLY JUST HANGS TOGETHER"

So it's not a *bad* effort – there's just no escaping the fact that the game feels unfinished. Take the enemy AI – on more than one occasion we found stupidly cheap ways of out-foxing them, like blasting holes so that they couldn't hit us or leading them into situations where they kill themselves.

These niggles tarnish an already badly presented game. If you can look past this then you'll find some genuinely innovative ideas...

GERAINT EVANS


△ Plays you create appear here – or you can just select predetermined ones, like this one.

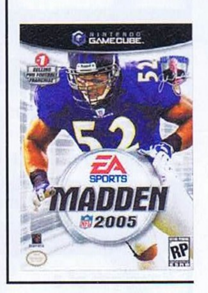


△ Presentation is good throughout, but this lacks the sparkle of Sega's NFL2K series.


△ Making up those yards is hard, especially against the computer, which knows the best way to take you down and deliver a broken neck while it's at it. But stick at it and you'll make some progress – slowly. Alternatively, grab a human mate.

INFO BURST

PUBLISHER	EA SPORTS
DEVELOPER	TIBURON
RELEASE DATE	OUT NOW
PLAYERS	1-4
MEM. CARD PAGES	22
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



MADDEN NFL 2005


△ The quarterback gets ready to toss.

The most famous name in videogaming gridiron is back. Now with added violence.



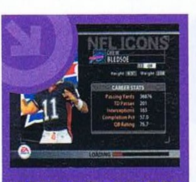
Unless you *really* understand every last intricacy of American football and – as a result – are prepared to accept the many quirks and flaws that come with it, torturing you until you scream and plead with it to stop, yes. Entertainment? Definitely not.

At least, definitely not if your sole experience of gridiron is a yearly pilgrimage to Sky Sports 3 for the Superbowl. See, in order for

> **"LAY OUT RUNNERS WITH FOREARM SMASHES, FLAILING FISTS TO THE FACES"**

Madden NFL 2005 is going to feel like being repeatedly kicked in the nuts. As a digital representation of the sport, it's a remarkable piece of programming. As entertainment… well, at no stage does it ever feel like it's *entertaining* you. Laughing at you, yes. Tying you up and

this latest version of Madden to work for you, you need to live and breathe American football. You need to understand how it ticks. You need to speak the same language as it. You need to know your way around every last blade of grass. If that's you, well,



TOP LOADER

Look out for the loading screens. No, really. Sure, so they're not the best thing ever but with NFL icons, player stats and more, it makes for a veritable encyclopedia of factoids and a pleasant distraction from the plain old loading bar. A canny tactic by developers Tiburon too, considering the loading times aren't exactly quick.

welcome to your very own slice of pigskin heaven.

New for this year's version is the Hit Stick – a perfect example of Madden's no-prisoners approach. An ingenious invention that (via the touch sensitive right analogue) allows you to apply however much 'impact' you fancy when taking down ball carriers, it works beautifully once you've nailed it – 'once' being the operative word. If you time it right, you'll witness some eye-watering animation as you lay out runners with forearm smashes, flailing fists to the faces and 20 stone of Mississippi man mountain to the gut. The other advantage is that it allows you to kiss goodbye to opposition 'sweet plays', the equivalent of the old favourite in soccer games where you head diagonally into the area

RULES WITH A GRIDIRON FIST

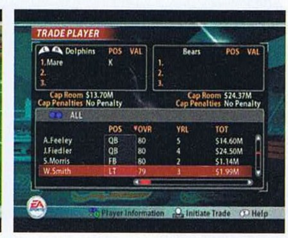
Madden NFL 2005 hates you. But it's difficult to hate it back.



Here's a smart option: as well as being able to create players and teams, you can also create fans, complete with giant foam hands.



Invent your own plays before you head out to the pressure of the field using this super-comprehensive set list. You'll love it plenty.



Franchise mode is where it's really at, and the Trade Player section is where it starts. Wheel and deal to nab yourself the best players.



As well as bona fide transfer targets, there's a free agents roster – these boys cost you less, but might not necessarily be as good.



There's an excellent training section, allowing you to practice offensive and defensive plays using ker-razy foam cone things.



Once you've designed your own plays, you can try them out in the game. As you might expect, they're harder in practice.



If you're struggling, you can adjust the AI settings of the opposition as much or as little as you fancy. Probably as much, to be honest.



Hit Stick alert! Crush another man's skull or, in this case, just take them without due care and attention. When it works, it's beautiful.





and score every time. The Hit Stick, as well as being riotously enjoyable, immediately creates highly tactical matches where you have to work for *every single point*.

But there's a down side. It's horrendously difficult to get to grips with and, rather frustratingly, the all-too-frequent upshot is that, should you miss a runner, you'll then lose plenty of yardage too, very quickly wrongingall the defensive rights you'd put into play up until that point. It's a risk worth taking, especially if it leads to a fumble, but like much of *Madden's* gameplay, it can feel like having teeth pulled. Very slowly.

The rest of the game looks and feels pretty familiar, which is not unpleasant after the holler-inducing highs and the violence-inducing lows of the Hit Stick. Improvements have been made but they're not revolutionary. Better defense routes have been added to the plays, providing improved quarterback containment (a blessing if you've ever watched balls sailing over your head in CPU matches), and in Franchise (where the interface has been given a cosmetic overhaul) there's much more emphasis on managing players than managing the price of food at the hot dog stand. The Draft has probably seen most change with an excellent 15 prospect scouting network – fans let you know what they think too.

In terms of presentation, Madden pales in comparison to Sega's ESPN-endorsed 2K series, with some shoddy commentary as an unwelcome bonus. But *Madden NFL 2005* is defiantly gameplay-led, with franchise mode still the standout achievement of any American football game. Just be warned: it'll kick you, punch you and gut you like a fish. And that's when it's feeling generous.

TIM WEAVER



VIDEO STAR

In the EA Extras section of the game, there's a couple of throwaway options, including this FMV of some guy being bludgeoned into the ground as he takes receivership of the ball. It doesn't last long, but it's pretty indicative of the game as a whole: tons of detail, plus plenty of extra little bits and bobs. Great, this sort of thing.

> **"LIKE MUCH OF MADDEN'S GAMEPLAY, HIT STICK CAN FEEL LIKE HAVING TEETH PULLED"**



- It *is* American footie.
- Franchise mode.
- Streamlined plays.
- Hit Stick…



- …when it works.
- Hard for first-timers.
- Dull commentary.



IF YOU LIKE THIS...

NFL 2K3
Atari
NGC/79 86%
Better presentation, including highlights. But no Franchise mode.



8 VISUALS
Strong animations, lush stadia, very decent throughout.

6 SOUNDS
Not bad – but the commentary could do with cranking up.

7 MASTERY
Not a startling use of the system, but doesn't need to be.



9 LIFESPAN
Potentially limitless – if you've got the patience for it.

VERDICT
It's not a big leap from last year's version and it's truly harsh. But it *is* a stunning recreation of American football.





"Taunt them with carrots"

INFO BURST

PUBLISHER	NINTENDO
DEVELOPER	NINTENDO
RELEASE DATE	NOW
PLAYERS	1-2
MEM. CARD PAGES	27
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40

NGC ON THE DVD VIDEO

NGC STAR GAME

PIKMIN 2

We gave the Japanese version a good digging-over – now it's sprouting in Euroland. Here's ten reasons why Pikmin 2's essential…

1. LAYERS UPON LAYERS

Like all the best Nintendo games, *Pikmin 2* is constructed like a multi-levelled wedding cake. Possibly. Or a digital Russian Doll, even. So much of each level remains tantalisingly hidden on a first play, and you'll only see more of it later when you return with the tools to explore. How do you get past that fizzingly electrical gate? How can you get across that pool? Why is that treasure up where you can't reach it? Nintendo give just enough away to keep you coming back, the clever tinkers.





2. SUPER POWERS!

You can turn your Pikmin into mighty super-vegetables, able to fell a looming Bulborb with one earth-shattering punch. Well, maybe that's overstating the case, but one of the many additions to the game – the red berries – can be turned into a spray that, when used, increases your Pikmins' fighting ability tenfold. Incredibly useful for boss encounters, and yet another tiny part of the wonderful puzzle that is Pikmin 2.

3. ALL THE TIME IN THE WORLD



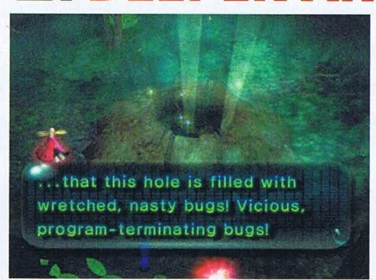
You're no longer restricted to 30 days of fun before your oxygen runs out and you die a horrible death. Nope, you can take as long as you like in *Pikmin 2*, meaning the game can stretch gloriously out for as long as you like, which is just as well, given how much there is to do at any one time. However, the day-night cycle remains, so you can only do so much in a given 24 hour (such as it is) period, and it's this that lends *Pikmin 2* its structure. You'll still have to be organised, y'see.

4. HERE BE MONSTERS



There's over 60 different types this time around, all beautifully rendered and wonderfully animated. You'll get to control some of them, too, although we won't spoil things by telling you how and why. Perhaps best of all, there's a 'Piklopedia' where you can view everything you've encountered, taunt them with carrots and read Olimar's fascinatingly witty and educational notes about the fauna he's met and beaten. It also contains notes on the treasure and other objects you've come across. It's superbly written and makes *Pikmin 2* one of Ninty's best-translated games yet.

5. DEEPER AND DOWN



The all-new Cave levels are brilliant. Each level proper contains a number of these subterranean dungeons, each of which holds its own treasure, monsters, puzzles and traps. Divided into floors, you'll need to clear each before you can move on. The twist is that time stands still in the caves, so when you reach the surface the time will be exactly the same as when you first entered. Good, eh? But the catch is that you can never grow new Pikmin while in the caves, you're restricted to the ones you first enter with.

6. WORK TOGETHER



While the main game doesn't offer co-operative play, Nintendo have seen fit to include over 30 levels of challenges for two players to tackle together, which is simply, utterly, wonderfully brilliant. Each challenge has its own set of rules – such as restricting you to a certain number of Pikmin – and working through them with a friend is one of the very best things about the game. But these co-operative levels aren't the only multiplayer fun in the game...



8. LOUIE

Olimar's brought a friend with him this time. Yup, the not-terribly-clever Louie is along for the ride, and he simply allows you to multi-task even further. While you send Olimar off to, say, knock down a wall with a bunch of red Pikmin, you can switch immediately to Louie and send him off doing something else, thus enabling you to get twice as much done in a day. Louie is also indicative of how much deeper and complex Pikmin 2 is than its esteemed predecessor.

7. FIGHT!

The other two-player game is a deathmatch-style affair, which brings all the fun of the kind of real-time strategy multiplayer action you might find on the PC to your Gamecube, but crucially spices it up with some tip-top Mario Kart-style power-uppery. It's a hoot; each team must breed and command Pikmin to secure marbles – whoever gets the most first wins. Or you can invade your opponent's base and nick their super-marble, winning instantly. Far, far more fun than anyone ever expected.



9. NEW PIKMIN!

The two new types of Pikmin, White and Purple, may not add much to the game in isolation but along with the raft of other improvements and additions they help turn *Pikmin 2* into a bottomless well of gameplay. Scary White is resistant to poison, poisonous itself and able to dig for treasure; hefty Purple weighs as much as ten Pikmin and is so heavy it can stun monsters. All of a sudden you've got a lot more options and things to do...



10. A SIGHT FOR SORE EYES



Pikmin 2 is one of the most beautiful games we've ever seen. Each level – packed to the gunwhales with things to see and do – is modelled after a season, and each holds its own particular charm. And what charm it is. The Awakening Wood's springtime wonder is blessed with falling cherry blossoms, and of course, the quality of light on each level changes throughout each day. As evening approaches a golden light bathes the world and it is, in a word, stunning...

+

- Huge.
- Brilliant multiplayer.
- Belief-beggaringly deep.



–

- If you don't like strategy games...

IF YOU LIKE THIS...

Pikmin
Nintendo
NGC/69 85%
Still brilliant but somehow one-dimensional in light of its sequel



9 VISUALS
The most astonishing we've seen since *The Wind Waker*.



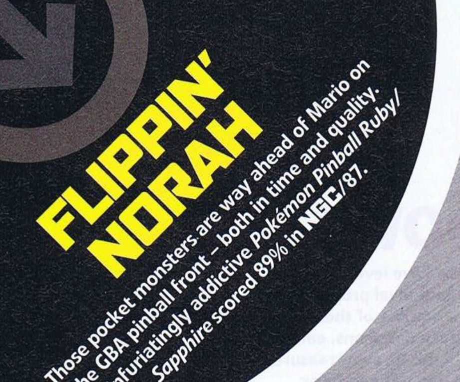
6 SOUNDS
Simple and cutesy but full of variety as you ferret around.

8 MASTERY
So much going on, it's a wonder the GC doesn't splutter.

9 LIFESPAN
Much bigger than the first game. Ace multiplayer modes.

VERDICT
A vastly superior sequel to a brilliant original. The very essence of that ol' Nintendo magic, and a rude amount of fun.









△ Knock the Chomps away using Mario's ball and a couple of eggs. This bit is good, but overall the game is a disappointment of *Kirby's Air Ride* proportions.

△ The entrance to the last (of five) levels.

NGC ON THE DVD VIDEO

SUPER MARIO BALL

Mario's painful lesson in how not to make a pinball game.

We were really looking forward to this. Mario in a pinball game; loads of levels; static screens packed with features; multiball… It sounded like it couldn't possibly fail. But now that we've got our hands on the Japanese version, our initial enthusiasm has been replaced by a crushing sense of disappointment. It raises so many questions we should never have to ask of a Nintendo game, in particular, why is it so bloody annoying? Why is the ball movement so weedy? Why is the level design so bad? Why were we able to reach the final boss in barely an hour? Oh, and for the love of Shigsy, who decided this met the quality threshold expected from a Mario title? We really want to like it, but every time we go back to give it one more chance it delivers yet another sickening kick to the nadgers.

> "OUR ENTHUSIASM HAS BEEN REPLACED BY A CRUSHING SENSE OF DISAPPOINTMENT"

The game is split into rooms which serve as miniature pinball tables. In each one there's a star to collect, which unlocks the doors to subsequent


DID YOU KNOW? Pinball was banned in New York from 1942 to 1976. Perhaps they'll consider re-instating the ban for *Super Mario Ball*.

Not worthy of 'Mario', let alone 'Super'



Being a Mario game, it's the bonus stuff that makes it fun. If only there was more of it...



GOLDEN EGG
Take a Yoshi egg to certain screens and you'll get to play a multiball bonus round with a golden egg as the prize.



TOADY
Collect blue coins to buy a crack at three multiball bonus screens from Toad's shop. There's a star waiting to be found in each.



HIDDEN HOLE
Knock the ice block back onto the cracked part of this frozen pond (just behind the block in our picture) to reveal an underwater boss area.



SHRINKY
A handful of screens can only be reached by using a mini mushroom to shrink Mario down to a smaller ball at the crucial moment.



MOLE
There he is, on the left of the screen. Keep hitting him when he pops up if you want the extra ball mushroom on the right.



REPEAT
Redo an objective you've already completed once and you'll get a random award of points, coins or special items.



△ Here you have to hit the targets at the back to release bombs, which will inflate the big fish.









△ If only the aiming wasn't so jittery. If only the tables weren't so cramped. If only there was some Shigsy magic.

rooms. You can travel back and forth between the rooms as you please – you only lose a life when the ball drops off the bottom of the very first room, so there's rarely any chance of seeing the Game Over screen.

The lack of imminent danger makes the game incredibly easy. The awful physics make it dismally frustrating. The constricted level design makes it, at times, not much fun at all.

You get multiple moving targets to hit in each room, plus several exit doors, plus assorted extras like cannons, shops and secret holes in the floor, so precise, stable aiming is a must. Unfortunately the ball floats and bounces like a balloon; you can't trap it on a flipper without having it ricochet all over the place, inevitably hitting something you didn't want to hit. When you do get it under control, there's little hope of hitting the exact spot you're aiming for. If you manage to catch the ball on one flipper there's no way to bounce it over to the other one in order to hit an otherwise inaccessible shot. That's unforgivable in a pinball game.

The flippers are also surprisingly weak. There's no pace to the game, and it's hard to strike the ball sweetly enough to make it cleanly to the top of the screen.

Halfway through hitting the targets on the current screen, you'll often find the ball gets randomly bounced through a door or down a hole. You'll have to struggle back to where you were, sometimes all the way from the very first screen in the current level, and start over. All the targets will be reset, and there's still every chance of another wayward shot messing things up when you're almost done. Repeat until you lose the will to live.

This game has extraordinary powers of frustration. Its only challenge is in battling against crippled physics and misbegotten level design. Flawed as it is, anyone with the patience to play it all the way through will find every star collected, every task completed, in barely an afternoon. Poor value as a rental; only Mario completists should consider a purchase.

MARTIN KITTS

RUBBISH!



A typical screen, with three exit doors, a cannon, a Toad shop and a star to collect. Now try killing the bad guys without... Whoops – sucked into the cannon again... Damn – went straight into the middle door... Bugger – it's dropped me back two screens... Gah – hit the Toad thing again... (sound of GBA SP being angrily snapped shut).

INFO BURST

FROM	NINTENDO
PLAYERS	1
SINGLE CART LINK	NO
SAVE	ON CART
OUT	NOW (JAP)
COST	¥4,800











△ Shoot the squid! Sadly, this is not as much fun as it sounds. In fact, it's downright tedious. And Thunderbird 4 is just rubbish.







THUNDERBIRDS

Another childhood memory stamped on until it's splattered on the rug.



The recent Thunderbirds film was as much fun as pouring vinegar in your eyes, especially if you'd grown up with the simple charm of the puppet-stuffed TV series. Sadly, this GBA game-of-the-movie focuses on the witless and unlovely children who took centre stage in the cinema version, and you never want anyone that hateful as your main characters, do you? (Which doesn't explain how Crash Bandicoot ever came into being. Or Tak. Or Gex. Or… oh, you get the picture).

> **"THE QUALITY OF THE PUZZLES IS UNREMITTINGLY DREARY AND BRAIN-SPOONINGLY DAFT"**

Anyway. For exactly 33 seconds, *Thunderbirds* promises to be more than the cynical cash-in that it so unsurprisingly is. The three kids that you play as, Alan Tracy, Tin-Tin and Fermat (Brains' son – and what was wrong with using good old Brains, we wonder?), each have a couple of different abilities, momentarily raising hopes for a *Lost Vikings*-style exercise in puzzling and skill-management.

Alan, being a strapping young lad, can leap over gaps and *push boxes*. Whaddaguy. Fermat can climb through holes – he's a weedy nerd, right? – and use computer consoles. Token lass Tin-Tin can, er, move things with her mind (didn't think her character through, did they?). Her other skill is jumping, so she has to share one with Alan. Swapping between the characters and ordering them to sit still or follow is pleasingly simple and well-executed, but the quality of the puzzles is so unremittingly dreary and brain-spooningly daft that any promise shown by the format of the game soon dissipates.

Thunderbirds' first level is almost farcical, seeing our heroes making their way through the deathtrap that is *their own home*. Manly Alan has to push boxes in front of fires and Fermat has to use holes as he can't jump, which is a classic example of mindless busywork. It doesn't get much better than that, really, although the fact that the first thing you have to do in the game is fetch Lady Penelope's shoes is at least amusing.

The other half of the game is all about flying the Thunderbirds themselves, which should be fun but sadly is only marginally more acceptable than gnawing your own thumbs off, hamstrung by simply being utter rubbish. So there you go.

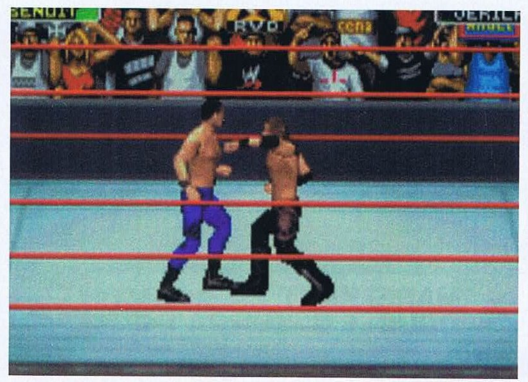
And the music reminds us of a mad old woman let loose on a Bontempi keyboard. Novel, yes, but more irritating than sitting on a chainsaw.

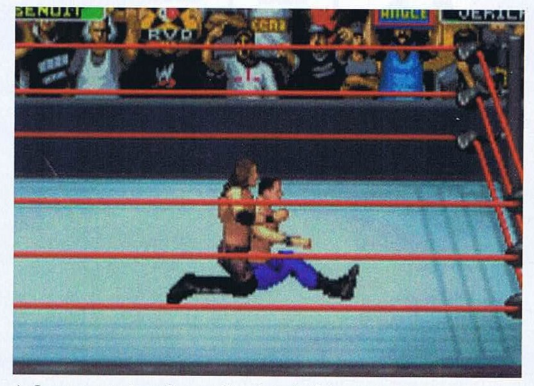
JES BICKHAM

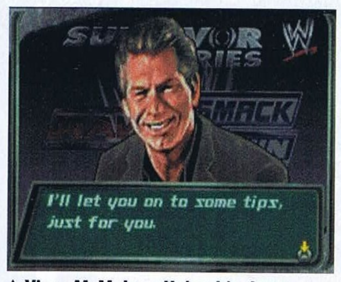
INFO BURST

FROM	VIVENDI
PLAYERS	1
SINGLE CART LINK	NO
SAVE	PASSWORD
OUT	NOW
COST	£30

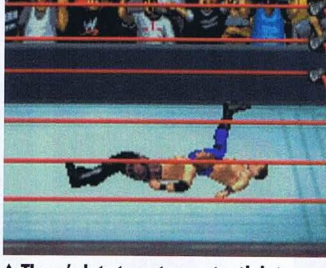


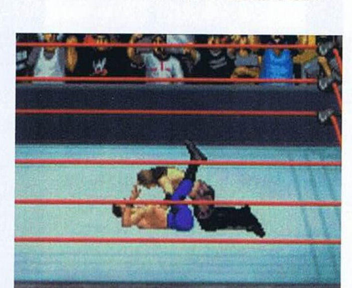

△ A man gets punched in the chest. Quite slowly.


△ Grown men burping each other. Is this entertainment?



△ Vince McMahon. He's a bit cheesy.



△ There's lots to get your teeth into…


△ … but it's not thrill-a-second stuff.

WWE SURVIVOR SERIES

See tiny men scrap! Then find something better to do.



WE Survivor Series just insulted us. Vince McMahon carefully explained how the game works, and then asked if we understood. The default option is 'No', so as we were rapidly stabbing A to get past his tiresome warblings, he took us right back to the beginning where he patiently said it all again, like he was talking to a very slow child. The patronising old gimmer.

That aside, this is a competent miniature wrestling simulation, but one that we find very hard to get excited about. It's as complete a wrestling package as we've yet seen on the GBA, with a number of newbie-baffling modes and game styles to indulge in (including the splendidly-named Ironman Match and Three Stages of Hell), but the actual wrestling itself is, well, a little pedestrian.

Granted, wrestling, for all its pomp, circumstance and outright theatricality, has never been the fastest of sports, but the fighting here is a little sluggish and slow and while there's a good variety of moves none of it ever *thrills*. Animation is a little jerky and stiff, too, and the 'flow' of wrestling is never really communicated.

But, y'know, if wrestling is your thing, you may get more out of this than we did. Though not a great deal more, we suspect.

JES BICKHAM



HOME ON THE RANGE

Looky here, kids! It's the least exciting GBA game ever made!



o it's come to this. Home on the Range was Disney's final traditionally animated film (their last one done by hand) and, rather than sending the artform out with a bang, the film has pathetically farted its last and rolled over, its enduring legacy this utterly unremarkable little game. Or possibly the DVD of the movie. We hope.

Playing as two of the characters from the film, Jeb the goat (whose horns are nearly as big as the rest of him) and Bucky the horse, the game elements fall into two rough camps – eminently predictable platforming and half-hearted fighting. It's basic, without depth, and redeemed only by some natty animation.

It's not a bad game by any means, merely the latest in a long line of film tie-ins that leaves absolutely nothing of remembrance on the gaming landscape. And yes, we know it's meant for kids, but surely kids are a bit more sophisticated than this nowadays, eh?

JES BICKHAM


△ Jeb the goat. Particularly unlovely.




△ "No, honestly, it was this big."



△ The fighting is fast but superficial.

DRAGONBALL Z SUPERSONIC WARRIORS

Try saying that after a night on the Dandelion and Burdock.



he last Dragon Ball Z game on the GBA – the curiously-titled *Taiketsu* – was a steaming pile of old horse-guff. A mediocre fighting engine gave way to an utterly dreadful representation of Dragon Ball Z's signature air battles, but even despite this, it sold like hot cakes. Funny old world.

Supersonic Warriors is much, *much* better. Whereas *Taiketsu* saw air battles relegated to button-mashing nonsense, here you're flying all the time and, via some dynamic sprite-scaling that gives the illusion of distance between the two combatants, the overall effect is fast, furious and somehow graceful. Sadly, the fighting itself favours button-mashing over strategy and isn't particularly deep, but them's the breaks, we guess.

JES BICKHAM



FIVE FOR A PRIZE!

Over the next few pages, you'll see a selection of Top Fives – games hand-picked by us which we recommend anyone new to Nintendo Gamecube gets involved with. Now we want yours. They can be any regular category of game, or something a little different (your five favourite multiplayer games, five games with brilliant endings etc). Send us your Top Five list and earn yourself a priceless (or, more likely, worthless) prize!

NGC ESSENTIAL

THE BEST 'CUBE GAMES MONEY CAN BUY...

TOP FIVE CONKS

Lots of game characters have hardly any nose. These guys balance things out.



WARIO
Loves his nose so much, he can't stop picking it.



YOSHI
By far the largest hooter.



SONIC
Bendy, pointy *and* round.



OLIMAR
Spudlike.



CRASH BANDICOOT
A Sonic-type schnozz.







1 THE LEGEND OF ZELDA THE WIND WAKER — 97

NINTENDO ■ NGC/81

The babbling of the internet whingers faded to a stunned silence when this hit the shelves. It's as exquisitely fashioned as a Disney feature film, and doesn't lose any of the gameplay for it. Some sailing sections spoil it a bit, and it's pretty short, but this is as close to 'art' as 'games' have been yet.



2 METROID PRIME — 97

NINTENDO NGC/79

A polished, addictive adventure-cum-shooter-cum-platformer that pushes the envelope in every field.

3 SUPER MARIO SUNSHINE — 96



NINTENDO NGC/73

Mazza's cleaning up a tropical island. With the polished visuals and sense of fun of *Mario 64*, this hits the right buttons.

4 MARIO KART DOUBLE DASH!! — 93



NINTENDO NGC/88

The best *Mario Kart* ever – and the best multiplayer title on GC. More characters, special weapons and crazy tracks.

5 F-ZERO GX — 93



NINTENDO NGC/85

Speed, challenge and stunningly designed tracks blended to form the finest of arcade racing experiences. It really is fast.

6 SOUL CALIBUR 2 — 92

NAMCO NGC/85

The best fighting game on *any* system, offering rich depths to those who go looking. And you can go nuts with Link.

7 TIMESPLITTERS 2 — 92



EIDOS ■ NGC/73

A stonker of a time-travelling FPS, *TimeSplitters 2* crept out of nowhere to become GC's finest example of the genre.



8 SUPER SMASH BROS MELEE — 91



NINTENDO NGC/68

An eye-singeing multiplayer and cameos from just about every Nintendo character make this ace.



9 HARVEST MOON A WONDERFUL LIFE — 91





UBI SOFT NGC/91

Utterly charming farm sim. Sounds unremarkable, but it'll have you addicted in no time. Wonderful.

10 HITMAN 2 SILENT ASSASSIN — 91



EIDOS ■ NGC/82

Tighten the fibre-wire and leave your morals at the door as Mr 47's elimination sim comes to GC. Stealthy, free-form gaming at its finest.

11 PRINCE OF PERSIA THE SANDS OF TIME — 91





UBI SOFT NGC/90

Cunning puzzles and excellent levels make this a classic 3D platformer. It absolutely *reeks* of quality.

12 WAVE RACE BLUE STORM — 91

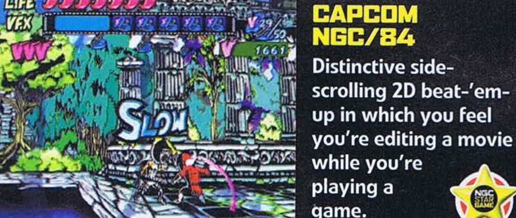




NINTENDO NGC/67

Slight frame-rate problems in PAL, but *Blue Storm* is still a fabulous racer with *the* most incredible water effects.

13 VIEWTIFUL JOE — 90



CAPCOM NGC/84

Distinctive side-scrolling 2D beat-'em-up in which you feel you're editing a movie while you're playing a game.

14 SECOND SIGHT — 90



CODEMASTERS NGC/97

Beautifully done action and stealth combine with a superb story to make a real star game. Don't miss out on this one!

15 METAL GEAR SOLID THE TWIN SNAKES — 90





KONAMI NGC/91

This game's an old one, but the updated graphics and gameplay make the Snake snuff-fest a Gamecube essential.

16 BURNOUT 2 — 90





ACCLAIM NGC/80

B2 takes the best bits of the first game – speed and collisions – and welds them onto more modes than you can eat.

17 WARIO WARE INC. MEGA PARTY GAME$ — 90





NINTENDO NGC/97

Quirky original party game where players are hit with a barrage of three-second minigames. Addictive foolery.

18 PHANTASY STAR ONLINE — 90



ATARI ■ NGC/78

Essentially *Gauntlet* with lots of numbers and menu screens, online *PSO* becomes an epic tale of crate-smashing and item collection.

19 1080° AVALANCHE — 90



NINTENDO NGC/89

Fewer tricks involved than in *SSX3* – more of a snowboard racer than an extreme sports title. You'll grow to love it.

20 WORMS 3D — 90

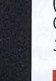


SEGA ■ NGC/87

Turn-based strategy, but loopier than a tin of spaghetti hoops. The worms go 3D – all you need for fun is three homicidal friends.

TOP TEN GBA GAMES





1 ADVANCE WARS 1 & 2
Cute-looking turn-based strategy, with a frighteningly addictive, super-challenging core. Honestly, it's better than it sounds. *AW2* is essentially *Advance Wars 1.5*, but it's tweaked to perfection.



2 WARIO WARE
Imagine the simple graphics and gameplay of Game & Watch fired at you in five-second bursts. Loopy fun that you'll keep returning to.

3 MARIO & LUIGI SUPERSTAR SAGA
An RPG with puzzle and platform elements starring our two top plumbers.



4 THE LEGEND OF ZELDA: A LINK TO THE PAST
One of the most memorable outings for Link (alongside *Ocarina of Time*). Comes with bonus *Four Swords* multiplayer adventure.

5 SUPER MARIO ADVANCE 2
This tweaked version of the SNES classic boasts a massive game world and some of the tightest level designs ever.



6 POKÉMON RUBY & SAPPHIRE
The same structure as before – catch 'em all, send 'em into battle – but still the most entertaining RPG out there…



7 MARIO KART SUPER CIRCUIT
Nicks the best bits from the SNES and N64 versions, and if you've got four friends, GBAs and cables, they can play too.

8 METROID FUSION ZERO MISSION
Everything that has ever made *Metroid* great can be found in these two games. A sprawling environment littered with enemies and an imposing difficulty level.



9 HARVEST MOON
A slow burner, *HM: Friends of Mineral Town* is a farming/charming sim to die for. It'll last you months.



10 STREET FIGHTER ALPHA 3
An incredible conversion of one of the best fighters ever. Massive single-player and a brilliant two-player.

NGC DIRECTORY

Your at-a-glance guide to every other PAL title on Gamecube.

HOW IT ALL WORKS

Title, score, publisher and where to find the review.

DAMIEN HIRST'S SHARK TALE 48
FORMALDECOM ■ NGC/13
Platformer in which a famous artist has to shoot and pickle the fish mafia before they chew his arms off.

A brief outline of what to expect and whether you should consider it...

18 WHEELER PRO AMERICAN TRUCKER 48
ACCLAIM ■ NGC/68
Drive your truck and avoid 'smokey'. The arcade version with the sit-in cabinet was better.

2002 FIFA WORLD CUP 30
EA ■ NGC/69
As much fun as being told your parents have been killed in a car crash and then contracting Weil's Disease.

ACE GOLF 74
EIDOS ■ NGC/74
A highly enjoyable, relaxing sticksie-ball game that treads the middle-ground between fun and serious.

AGGRESSIVE INLINE 81
ACTIVISION ■ NGC/72
Hawk's alterno-clone – you skate around massive arenas, 'busting' tricks on a pair of 'roller-boots'.

ANIMAL CROSSING 90
NINTENDO ■ NGC/98
Like living on the Island of Doctor Moreau – run errands and socialise with your animal neighbours.

ASTERIX AND OBELIX XXL 32
ATARI ■ NGC/95
Bollix! A complete waste of your, and the developers', time and money. Run, jump, collect – YAWN!

ATV QUAD POWER RACING 2 70
ACCLAIM ■ NGC/77
Wave Race on land with farming utility vehicles. Competent, but there's superior racing fare out there.

BALDUR'S GATE DARK ALLIANCE 80
VIVENDI ■ NGC/81
Dungeon-slashing adventurising with fewer numbers and a special two-player flavour. Actually quite good.

BARBARIAN 70
VIRGIN ■ NGC/72
A button-mashing fantasy battler complete with fully-smashable arenas. Fun, but not as good as *Smash Bros.*

BATMAN: DARK TOMORROW 15
KEMCO ■ NGC/81
For ages, Gamecube's most arse-clenchingly bad title. Clunky, dull, gameplay-free superheroics.

BATMAN: RISE OF SIN TZU 45
UBI SOFT ■ NGC/88
Repeated bashing that would've been great 15 years ago. It's okay, but only just. Batman deserves better.

BATMAN VENGEANCE 70
UBI SOFT ■ NGC/67
Cel-shaded platforming cartoon bat-action. One of the first Cube games – it's looking pretty ropy already.

BEACH SPIKERS 79
ATARI ■ NGC/72
Volleyball on sand. Addictive with four players, but the single-player's longevity lets the side down.

BEYBLADE: SUPER TOURNAMENT BATTLE 10
ATARI ■ NGC/88
For £40, we'll come and cheesegrater your eyes. It's more fun and lasts longer than this spinning top sim.

BEYOND GOOD AND EVIL 86
UBI SOFT ■ NGC/90
Beautifully realised adventure in which heroine Jade has to keep track of wildlife under alien attack.

BIG AIR FREESTYLE 28
ATARI ■ NGC/75
Another awful off-road bike title, the kind that makes you want to cry the second you've started playing.

BIG MUTHA TRUCKERS 71
EMPIRE ■ NGC/83
A cross between *Elite* and Smokey and The Bandit, but with The Reynolds replaced by wall-eyed hillbillies.

BILLY HATCHER & THE GIANT EGG 86
SEGA ■ NGC/87
Rescue the Chicken Elders by rolling an egg around and smacking bad guys with it. Hatch it while you can!

BIONICLE 29
EA ■ NGC/87
Diabionicle, more like. Tedious and fiddly with a duff camera and no incentive to keep playing.

BLACK & BRUISED 66
MAJESCO ■ NGC/81
Looks great and you've 19 boxer careers to play through, but the sound's rotten and it lacks depth.

BLOOD OMEN 2 LEGACY OF KAIN 72
EIDOS ■ NGC/77
Gamecube's other undead hack-fest. After 1,000 years of slumber, evil vampire Kain is awake and hungry.

BLOOD RAYNE 65
VIVENDI ■ NGC/79
Vampire fun. Dismember Nazis, fire period weaponry, and battle an *evil priest* driving an *armoured pulpit.*

TOP FIVE PLATFORM GAMES



SUPER MARIO SUNSHINE
A tour-de-force of everything good gaming should be.

PRINCE OF PERSIA
An innovative time-rewinding twist and excellent puzzles make this essential.

LUIGI'S MANSION
Yes, it's a little easy, but you'll enjoy every second.

RAYMAN 3 HOODLUM HAVOC
Can't touch *Sunshine*, but it's entertaining and looks 'the bomb'.

WARIO WORLD
Not that tough to beat, admittedly, but still bags of fun.

TOP FIVE RACING GAMES



MARIO KART: DOUBLE DASH!!
Single-player mode looks as cute as ever, but it's rock hard.

F-ZERO GX
Expertly crafted arcade fun. Really rockets along.

WAVE RACE BLUE STORM
Classic Nintendo action with dazzling water effects.

BURNOUT 2
Fast car racing combined with steel-crunching crashes.

EXTREME G 3
The weapons are what make this future racer shine.

BLOODY ROAR: PRIMAL FURY 74
ACTIVISION ■ NGC/68
Competent morphing-into-animals fighting antics, but *Capcom vs SNK* and *Mortal Kombat* have surpassed it.

BMX XXX 48
ACCLAIM ■ NGC/76
Childish, boring BMX game featuring strippers showing you their nipples. Get a girlfriend instead.

BOMBERMAN GENERATIONS 70
VIVENDI ■ NGC/76
Yet another update of the arson franchise. Single-player is tedious; four-player is addictive as ever.

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS 70
VIVENDI ■ NGC/86
Lacking in essential Buffiness, and not just because the Gellar girl didn't voice it. Good, but not great.

BURNOUT 86
ACCLAIM ■ NGC/67
With spectacular crashes and perfect handling, *Burnout* is a dream of a game, even if it's over a bit quickly.

CAPCOM VS SNK 2 EO 79
CAPCOM ■ NGC/72
A great game, but purist retro freaks will want to fork out for a clunky arcade stick to get the most from it...

CARMEN SANDIEGO: SECRET OF THE STOLEN DRUMS 70
BAM! ■ NGC/92
Reasonable edutainment title, which sees junior gamers globetrotting after an art thief.

CASTLEWEEN 16
WANADOO ■ NGC/81
Unfairly difficult dismal platforming tedium with some kind of cartoony black magic schtick going on.

CATWOMAN 46
EA ■ NGC/97
An unimaginative platform adventure made worse by horribly frustrating gameplay and a rubbish camera.

CEL DAMAGE 60
EA ■ NGC/68
Cel-shaded car-combat game in the vein of violent cartoons. Too manic and confusing for its own good.

CONFLICT DESERT STORM 89
SCI ■ NGC/80
Tense and teeth-gritting, with a great co-op mode. Brain-based fun for those nuclear winter evenings.

CONFLICT DESERT STORM 2 90
SCI ■ NGC/86
Sandy warmongering. You can't let any of your men die in this sequel, leading to all sorts of lifesaving heroics.

CRASH BANDICOOT THE WRATH OF CORTEX 40
VIVENDI ■ NGC/75
One of the worst ports we've seen – of a game that was a load of crap to begin with! Avoid like death.

CRASH NITRO KART 53
VIVENDI ■ NGC/89
The basic graphics and cheaty CPU karters are bad, but the loading times are ridiculous. Buy *Mario Kart.*

CRAZY TAXI 70
ACCLAIM ■ NGC/67
A title that's so old, it's been included as a minigame in *GTAIII.* Creaky graphics, but still good fun.

DIRECTORY

Every Gamecube game ever… rated!

DAKAR 2 — 79
ACCLAIM ■ NGC/80
Driving around in a vast expanse of dirt for days on end? *Dakar 2* manages to make this pretty good fun.

DARK SUMMIT — 51
THQ ■ NGC/69
SSX Tricky with all the speed, style and entertainment removed with near-surgical precision. A waste of time.

DAVE MIRRA 2 FREESTYLE BMX — 75
ACCLAIM ■ NGC/67
Pornography-free, good, moto-cross game. Slick, with big arenas – but will only appeal to the BMX hardcore.

DIE HARD VENDETTA — 80
VIVENDI ■ NGC/74
Shoot holes in people who look like terrorists, so the US can enjoy one more night of guiltless slumber.

DEAD TO RIGHTS — 60
EA ■ NGC/83
Mindless ultraviolence. JACK SLATE is PISSED OFF and wants to HURT SOMEONE!

DEFENDER — 50
MIDWAY ■ NGC/79
Pointless 3D update that makes one of the hardest-core arcade classics easy and, by extension, depressingly dull.

DEF JAM VENDETTA — 87
MAJESCO ■ NGC/82
Wrestling thumpfest featuring all your favourite hip-hop artistes. Bone-crunching moves and 'sick' beats.

DISNEY'S EXTREME SKATE ADVENTURE — 74
DISNEY ■ NGC/85
Neither extreme nor adventurous, but fine for people not up to *Tony Hawk's*, like your little brother or nan.

DISNEY'S HIDE & SNEAK — 25
CAPCOM ■ NGC/92
Mickey hides in things and sneaks past enemies. Stealth-action without any action. Tedious. Terrible.

DISNEY'S MAGICAL MIRROR — 26
DISNEY ■ NGC/73
The Mouse patronises his way through this hideous 'adventure'. Almost Beckettian in its non-eventfulness.

DISNEY SPORTS BASKETBALL — 55
KONAMI ■ NGC/82
Strip away the franchise and it's another simple Sports title. Soon to follow: *Disney Sports Russian Roulette.*

DISNEY SPORTS FOOTBALL — 69
KONAMI ■ NGC/76
This isn't anywhere near as bad as you may think. It's an amusing, simple footie game for younger gamers.

DISNEY'S PARTY — 56
EA ■ NGC/86
Mickey and chums in a mildly entertaining party game – but would you pay £30 to be mildly entertained?

DISNEY SPORTS SKATEBOARDING — 64
KONAMI ■ NGC/80
The Mouse and his irritating friends try 'busting tricks'. Walt must be spinning in his cryogenic pod.

DONALD DUCK GOIN' QUACKERS — 32
UBI SOFT ■ NGC/68
Like *Crash Bandicoot*, but with The Duck in charge, going bthackakackth. Also total rubbish.

TOP FIVE FIGHTING GAMES



SOUL CALIBUR 2
Gorgeous Link-fuelled beat-'em-up from fight kings Namco.

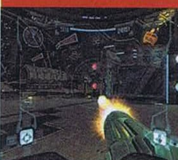
SUPER SMASH BROS MELEE
All your favourite Ninty types pounding each other's faces in.

VIEWTIFUL JOE
The only one-player beat-'em-up in our top five. Stunning.

DEF JAM VENDETTA
The wrestling game that appeals to non-grapple fans as well.

MK DEADLY ALLIANCE
"Mind if I remove your spleen?" "Ooh, go on – finish me."

TOP FIVE SHOOTING GAMES



METROID PRIME
Tough as nails shooting-heavy sci-fi adventure.

TIME-SPLITTERS 2
Classy first-person shooting from the *GoldenEye* boys.

STAR WARS ROGUE LEADER
Looks great and lacks the ropy on-foot sections of the sequel.

XIII
Euro-shooter with comic-book looks and very serious violence.

IKARUGA
A pure arcade shooter that's tougher than most.

DOSHIN THE GIANT — 62
NINTENDO ■ NGC/74
Quirky title that puts you in charge of a giant man who must help/hinder islanders. A little short-lived.

DRAGON BALL Z: BUDOKAI — 43
ATARI ■ NGC/87
Dated fighter where the characters move as though their feet are lead-plated. Avoid even if you're a DBZ fan.

DRAGON'S LAIR 3D — 48
THQ ■ NGC/91
As fiendishly unforgiving as the original, but no fun at all. For nostalgia freaks only.

DRIVEN — 60
BAM ■ NGC/68
Very basic, short game of the bad film about driving fast in a circle. Filling up bargain bins as we speak.

DR MUTO — 70
MIDWAY ■ NGC/79
Amusing mad-doctor platforming game where you have to mutate into different animals to solve puzzles.

DROME RACERS — 46
EA ■ NGC/85
Brings absolutely nothing new to racing, and doesn't manage to do the old stuff with any flair either.

EGGO MANIA — 49
KEMCO ■ NGC/72
Rubbish take on *Tetris* that, mystifyingly, involves ovulations. Wouldn't look out of place on an Amiga.

ENTER THE MATRIX — 73
ATARI ■ NGC/81
Take the red pill and find out how disappointing this movie tie-in is. We were expecting something special.

ESPN INTERNATIONAL WINTER SPORTS 2002 — 37
KONAMI ■ NGC/67
Combines tiresome button-mashing with equally dull timing and precision exercises. Dull.

ETERNAL DARKNESS — 89
EA ■ NGC/74
A Lovecraftian yarn of ancient evils told through 12 playable characters and an innovative magic system.

EVOLUTION SKATEBOARDING — 78
KONAMI ■ NGC/79
Snazzy-looking *Hawk's* clone, but then, who wants an Elvis impersonator if the King's in town?

EVOLUTION SNOWBOARDING — 23
KONAMI ■ NGC/79
Fight bad guys while sliding down a hill. Worse than *Dark Summit.* Games like this should be made illegal.

EXTREME G3 — 85
ACCLAIM ■ NGC/67
An underrated gem, offering speed, huge tracks, ingenious weaponry and eye-sparkling visuals.

F1 2002 — 67
EA ■ NGC/71
Rock-hard racing your dad will enjoy. Also features humourless Hun driving robot Schumacher version 1.0.

F1 CAREER CHALLENGE — 81
EA ■ NGC/83
Packed representation of the glamorous world of F1 team management. You can take the cars for a spin too.

FIFA FOOTBALL 2003 — 83
EA ■ NGC/75
EA finally remember how good football games are made. Actually better than *ISS 2*. A vast improvement.

FIFA FOOTBALL 2004 — 85
EA ■ NGC/87
It wasn't broken, but EA fixed it anyway, slinging in more stats, new animations and a great Career mode.

FINAL FANTASY CRYSTAL CHRONICLES — 86
NINTENDO ■ NGC/91
Beautiful looking, but with expensive hardware needs. An ambitious multiplayer RPG that mostly works.

FINDING NEMO — 65
THQ ■ NGC/86
Horrible loading times and stuttering graphics spoil what could have been enjoyable for rugrat gamers.

FIREBLADE — 59
MIDWAY ■ NGC/77
Brain-free 'copter game that'll appeal to military-obsessed psychos and fans of 80s Vietnam war films.

FREEDOM FIGHTERS — 83
IO ■ NGC/86
Blast invading Russian commies intent on taking over the US. Realistic? Not on your nelski. Fun? Oh da.

FREEKSTYLE — 52
EA ■ NGC/74
If you own *SSX Tricky*, you've no need for this tired and recycled (hah!) *SSX*-on-bikes nonsense.

FROGGER BEYOND — 59
KONAMI ■ NGC/80
The trend for 'improving' ancient games by making them 3D taken to its most extreme conclusion.

GAUNTLET: DARK LEGACY — 25
MIDWAY ■ NGC/68
We'd be far more comfortable with this if we'd had it inserted rectally. An insult to the memory of a classic.

GLADIUS — 70
ACTIVISION ■ NGC/88
Persevere with the tutorials and odd glitches – there's a rewarding strategy title buried under the graphics.

GOBLIN COMMANDER UNLEASH THE HORDE — 72
JALECO ■ NGC/92
Lead your rather small army of grunts to victory in this entertaining (if slightly simple) RTS.

GODZILLA: DESTROY ALL MONSTERS MELEE — 68
ATARI ■ NGC/74
Stompy monster fun in multiplayer mode, but otherwise a little weak. Get *Smash Bros* instead.

GOTCHA FORCE — 69
CAPCOM ■ NGC/90
Repetitive robot collect-'em-up battler which is actually pretty good fun, if a tad simple and repetitive.

HARRY POTTER AND THE CHAMBER OF SECRETS — 78
EA ■ NGC/76
Attractive and competent adaptation of Potter's film – but rather easy. Only die-hard wizard fans need apply.

HARRY POTTER AND THE PHILOSOPHER'S STONE — 70
EA ■ NGC/89
Out on PS2 before *CoS*, now out on Cube with graphics nabbed from *CoS*. At least the game's simple…

DIRECTORY
Every Gamecube game ever… rated!

HARRY POTTER AND THE PRISONER OF AZKABAN 79
EA ■ NGC/95
The Potter games keep getting better – this'd be fun even without Harry. The controls let it down a tad.

HARRY POTTER QUIDDITCH WORLD CUP 62
EA ■ NGC/88
Potter fans will love the details, but as a sports game, this broom-based title is one to sweep under the rug…

THE HOBBIT 58
VIVENDI ■ NGC/88
Competent enough cutesy adventure but somehow not interesting, despite elves and dragons and dwarves.

HOT WHEELS HIGHWAY 35 WORLD RACE 33
THQ ■ NGC/90
Ugly, gaudy and slow racer. Oh, and the handling's rubbish. Too boring to have a place on your Cube.

HOT WHEELS VELOCITY X 45
THQ ■ NGC/75
Basic racing/car-combat game based on plastic toys. Strictly for the very, very young. Or very stupid.

HULK 65
VIVENDI ■ NGC/82
Get angry, turn green, and SMASH your way through puny soldiers. Also stealth sections with Bruce Banner.

IKARUGA 85
ATARI ■ NGC/80
Old-style shooter – originally designed for robots, now available for human consumption. Very, *very* hard.

ISS 2 83
KONAMI ■ NGC/68
A winning formula tarnished with unnecessary 'improvements'. Good – but also a step backwards.

ISS 3 78
KONAMI ■ NGC/82
The once-invincible football series sinks ever lower with a misguided new 'close-up' mode.

THE ITALIAN JOB: LA HEIST 54
EIDOS ■ NGC/85
So short, even games goobers can finish it. The lack of variety doesn't help. A mini game in every respect.

JAMES BOND 007 AGENT UNDER FIRE 70
EA ■ NGC/70
Workaday gameplay dressed up in off-the-peg shooter upholstery, shooting baddies with ping-pong balls.

JAMES BOND 007 EVERYTHING OR NOTHING 68
EA ■ NGC/91
Barely above average, this not-based-on-a-film film tie-in is only redeemed by 007's winning personality.

JAMES BOND 007: NIGHTFIRE 72
EA ■ NGC/75
The best Bond game on Gamecube so far, but the visuals can't hide an FPS that's lacking overall.

JEDI KNIGHT II 67
ACTIVISION ■ NGC/75
A seriously disappointing PC conversion of an overrated shooter. Huge game, but quite tedious.

JEREMY MCGRATH SUPERCROSS WORLD 20
ACCLAIM ■ NGC/69
Like a nightmare about doing cross-country wearing steel-wool pants and barbed wire flip-flops.

JIMMY NEUTRON BOY GENIUS 18
THQ ■ NGC/78
Tedious, sorry, devoid-of-inspiration 'puzzle' game that actually manages to out-borify *Universal Studios.*

JIMMY NEUTRON JET FUSION 71
THQ ■ NGC/89
Jimmy's second game is a big improvement. A simple platformer good for younger gamers.

JUDGE DREDD DREDD VS DEATH 84
VIVENDI ■ NGC/89
An atmospheric, exciting shooter made better by the presence of the Big Chin himself, Judge Dredd. Drokk!

KELLY SLATER'S PRO SURFER 75
ACTIVISION ■ NGC/73
Same old trick-based extreme-sports, but this time in tubes made of water. Quite good fun, for a while.

KIRBY AIR RIDE 51
NINTENDO ■ NGC/85
Simplistic, unremarkable and undemanding. We *don't* hate Kirbs, but this on-rails racer makes us start to…

KNOCKOUT KINGS 2003 79
EA ■ NGC/75
If the arcadey nature of *Rocky* doesn't sit that well with you, give this face-smashing simulator a go instead.

LEGEND OF ZELDA OOT MASTER QUEST 81
NINTENDO ■ NGC/80
The GC is capable of so much more – but if you didn't send Ganondorf packing years ago, do it now. NOW!

LEGENDS OF WRESTLING 47
ACCLAIM ■ NGC/69
Bringing back old-skool 'rasslers' isn't enough to make this any good. A shambolic licensing cash-cow.

LEGENDS OF WRESTLING II 50
ACCLAIM ■ NGC/76
Yet another travesty of a wrestling game, but made marginally better by the addition of Big Daddy.

LOONEY TUNES BACK IN ACTION 56
EA ■ NGC/90
Irritating monkey-collecting platformer. You'll find yourself wearing a tinfoil hat to stop all the voices.

THE LORD OF THE RINGS THE RETURN OF THE KING 86
EA ■ NGC/87
More playable characters, including Gandalf, and less button-mashing make an epic, very enjoyable sequel.

THE LORD OF THE RINGS THE TWO TOWERS 68
EA ■ NGC/78
Repetitive hacking game with RPG overtones. Guide your man through levels making goblin prosciutto.

LOST KINGDOMS 86
ACTIVISION ■ NGC/70
Collect, er, cards, and battle monsters with them in fantasy landscapes. The sequel does it better, though.

LOST KINGDOMS 2 87
ACTIVISION ■ NGC/81
Set 200 years after the events of the first game. It's more satisfying, but it's still on the frothy side.

LUIGI'S MANSION 88
NINTENDO ■ NGC/67
Luigi stars in this short, but ace, fantastically playable combination of *Super Mario World* and *Ghostbusters.*

TOP FIVE ADVENTURE /RPGS



ZELDA: THE WIND WAKER
Phenomenal. A reason to own Gamecube itself.

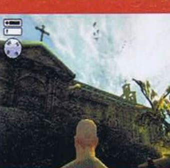
METROID PRIME
Tough as nails shooting-heavy sci-fi adventure. Again.

PHANTASY STAR ONLINE
A number-cruncher that turns epic with a bit of t'internet.

SKIES OF ARCADIA LEGENDS
If 'classic' RPGs are your bag, this boy'll be a sackful of joy.

LOST KINGDOMS II
Polished RPG with card collecting elements. Neat.

TOP FIVE ACTION ADVENTURE



HITMAN 2
Compelling assassin sim that kills the competition dead.

SECOND SIGHT
Brilliant psychic stealth-'em-up from the *'Splitters 2* team.

MGS: THE TWIN SNAKES
Beautifully updated version of Solid Snake's first outing.

ETERNAL DARKNESS
Another Nintendo exclusive that never fails to entertain.

SPLINTER CELL
Captivating stealth-laced adventure from the hand of Tom Clancy.

MADDEN NFL 2004 87
EA ■ NGC/85
Great stuff – a satisfying and accessible version of the sport for new *and* experienced Yankee Egg Chasers.

MARIO GOLF TOADSTOOL TOUR 85
NINTENDO ■ NGC/95
Not as deep and stat-tastic as Tiger Woods, but offers far more in the way of instant, easily accessible fun.

MARIO PARTY 4 68
NINTENDO ■ NGC/75
Disappointing. Not bad if you're in the mood for party fun, but it's done little to improve on the originals.

MARIO PARTY 5 80
NINTENDO ■ NGC/89
A much better boardgame from Mazza, although the new Capsule system can slow things down a lot.

MAT HOFFMAN'S PRO BMX 2 70
ACTIVISION ■ NGC/75
A decent extreme sports sim. A bit slicker than *Dave Mirra*, but with smaller, tighter arenas. Does the job.

MEDAL OF HONOR FRONTLINE 74
EA ■ NGC/75
FPS set during World War II. Looks ropy in places, but it's atmospheric and highly enjoyable.

MEDAL OF HONOR RISING SUN 67
EA ■ NGC/88
Looks so old, it should come with Werthers Originals, and both allies and enemies are a bit thick. Disappointing.

MEGA MAN NETWORK TRANSMISSION 59
CAPCOM ■ NGC/84
Here's an idea: take a great GBA game, strip the good bits out and put the resulting platformer on GC.

MEN IN BLACK II ALIEN ESCAPE 45
ATARI ■ NGC/78
Rubbish off-the-peg third-person shooting game of the rubbish off-the-peg movie. Did we mention it's rubbish?

METAL ARMS GLITCH IN THE SYSTEM 82
VIVENDI ■ NGC/88
Well-designed bottylicious shooter. It's big and it's extremely tough. And we all love robots with guns, eh?

MICRO MACHINES 57
ATARI ■ NGC/78
Like the recipe for bread or wine gums, *Micro Machines* doesn't change much, and this iteration is no exception.

MINORITY REPORT 39
ACTIVISION ■ NGC/77
Astonishingly brutal third-rate ass-whupping game that takes place on the sets of a Spielberg movie.

MISSION: IMPOSSIBLE OPERATION SURMA 69
ATARI ■ NGC/93
More accomplished than the terrible first *M:I* title, but lacking in flexibility and freedom somewhat.

MORTAL KOMBAT DEADLY ALLIANCE 80
MIDWAY ■ NGC/77
The best *Kombat* yet! The blood-soaked spine-ripping yarn finally gets the update it deserves on Gamecube.

MX SUPERFLY 63
THQ ■ NGC/73
Handles like you're driving space bikes on the surface of the moon. The best of a very bad bunch, though.

MYSTIC HEROES 71
THQ ■ NGC/75
Simplistic 3D *Gauntlet*-style slasher that's somehow entertaining and charming. Well, Geraint thinks so.

NBA 2K3 85
ATARI ■ NGC/79
Puts all other basketball games to shame. Great gameplay complements an engrossing Career mode.

NBA COURTSIDE 2002 79
NINTENDO ■ NGC/68
The second-best basketball sim available, but it's still lacking. Strictly for hardcore fans of the Ball of B.

NBA LIVE 2003 70
EA ■ NGC/75
The yearly EA update. Solid gameplay; lots of lovely numbers; otherwise not much different from last year.

NBA LIVE 2004 86
EA ■ NGC/88
This year's *NBA Live* has tighter controls and a vastly improved Dynasty mode. A tad soulless, mind.

NBA STREET VOL 2 88
EA ■ NGC/84
Almost negates the need for realistic sports sims – and all for half the price of real basketball trainers.

NEED FOR SPEED 2 HOT PURSUIT 69
EA ■ NGC/74
Ironically slow racer. A lazy port has ruined what was originally a pretty entertaining franchise.

NEED FOR SPEED UNDERGROUND 77
EA ■ NGC/88
Aargh! I can't see… oh, that's the graphics. This street racer needs a bit more attention to detail, we feel.

NFL 2K3 86
ATARI ■ NGC/79
A meaty gridiron sim that could even threaten *Madden*. Management bits don't detract from the gameplay.

NFL STREET 79
EA ■ NGC/90
American footie hits the streets. The Challenge mode and four-player are great. It'll take ages if you're duff.

NHL 2003 64
EA ■ NGC/75
A realistic approach to ice hockey which isn't particularly fast or – more importantly – fun.

NHL 2004 57
EA ■ NGC/85
Behind-the-scenes additions don't compensate for the terrible frame rate on the ice. Play it at your peril.

NHL 2K3 72
ATARI ■ NGC/80
Complicated ice hockey title with stodgy gameplay. Similar to *NFL 2K3*, but doesn't quite pull it off.

NHL HITZ 20-02 79
MIDWAY ■ NGC/67
Exaggerated ice hockey title in a similar vein to *Red Card*, where the sticks aren't just for hitting the puck.

NHL HITZ 20-03 65
MIDWAY ■ NGC/74
Another year, another dose of frantic ice action. Not much cop on the original, mind.

TOP FIVE SPORTS SIMS

TIGER WOODS PGA TOUR 2005
The Tiger Woods series just gets better and better – deep, involving and *fun* golf.

MARIO GOLF
Arcady golfing fun with the Mushroom Kingdom gang. Links to the GBA game, too.

MADDEN NFL 2004
Madden's still delivering the best pitch-based entertainment on the Gamecube.

NBA LIVE 2004
EA's superb 'serious' basketball title.

FIFA 2004
The best *FIFA* yet.

TOP FIVE EXTREME SPORTS GAMES



1080° AVALANCHE
More refined and robust than *SSX*.

SSX3
Fantastic sequel with plenty of challenge. More stunts than *1080°* – but not *quite* as polished a racer.

TONY HAWK'S PRO SKATER 3
Absorbing wheel-'em-up. *Tony Hawk's 4*'s worth a look too.

AGGRESSIVE INLINE
Roller boot-based *Hawk's* style action.

EVOLUTION SKATEBOARDING
Another *Hawk's* clone that's solidly put together.

PAC MAN WORLD 2 70
EA ■ NGC/78
The Pac is back for hilarious retro-themed platforming fun. Shamelessly pilfers everything from *Mario 64*.

PAC MAN VS 80
NAMCO ■ NGC/90
You have to buy an inferior game to get this multiplayer gem. Innovative but ultimately basic.

PHANTASY STAR ONLINE EPISODE III 82
SEGA ■ NGC/94
Possibly the best all-out shooter on Gamecube, while online play makes it uniquely rewarding.

PIKMIN 86
NINTENDO ■ NGC/80
Created using textures from Shigsy's own garden. A wonderful RTS with multicoloured vegetable men.

PITFALL THE LOST EXPEDITION 48
ACTIVISION ■ NGC/92
Colourful but short and shoddily-put-together platformer starring a hero from days of yore.

P.N.03 77
CAPCOM ■ NGC/84
This super-stylish shooter with its dancing heroine is only marred by dull bosses and design.

POKÉMON CHANNEL 24
NINTENDO ■ NGC/92
Watch really rubbish telly with Pika. Because that's what having a good time is all about…

POKÉMON COLOSSEUM 84
NINTENDO ■ NGC/93
Not the epic RPG we expected, but it's fun enough and Colosseum mode will last you forever.

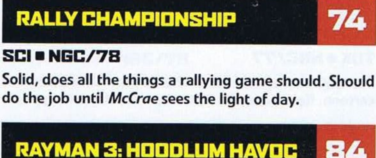
POOL PARADISE 80
IGNITION ■ NGC/92
Actually quite good tropical-themed pool sim – and you get to play more than boring old nine-ball.

PRO RALLY 2002 58
UBI SOFT ■ NGC/74
An okay game completely and ruthlessly dragged down by its thoroughly awful, frustrating handling.

PRO TENNIS WTA TOUR 48
KONAMI ■ NGC/74
The only tennis game on 'Cube so far, but with rubbish non-analogue controls and distinctly whiffy visuals.

PUYO POP FEVER 80
SEGA ■ NGC/91
Blob-bursting puzzle fun. It's nothing very new, but still a great puzzle title. The sort of thing girls love.

RAINBOW SIX 3 65
UBI SOFT ■ NGC/96
You can play this like a single-character stealth title, giving you no incentive to use your team. Poor.



RALLY CHAMPIONSHIP 74
SCI ■ NGC/78
Solid, does all the things a rallying game should. Should do the job until *McCrae* sees the light of day.

RAYMAN 3: HOODLUM HAVOC 84
UBI SOFT ■ NGC/78
The limbless French Freak™ has the last laugh with a game that, insists our correspondent, is actually good.

RED CARD 20-03 78
MIDWAY ■ NGC/71
Violent football game where you mince opponents with stud and fist until the meat shows.

RED FACTION II 66
THQ ■ NGC/82
Shoot capitalist scum in the face and blow some holes in walls in this distinctly average brown fighting game.

REIGN OF FIRE 59
BAM ■ NGC/76
A poor game of a poor film, even if you do get to burn stuff. Nice ideas ruined by dodgy physics and controls.

RESIDENT EVIL 89
CAPCOM ■ NGC/72
The classic zombie horror-fest, with stunning visuals and a brilliant storyline. Controls are still crap, though.

RESIDENT EVIL 2 62
CAPCOM ■ NGC/81
Experience the shambling, undead terror of original PSone graphics! Revisit Leon and Claire for just… £30!

RESIDENT EVIL CODE: VERONICA X 70
CAPCOM ■ NGC/91
A very late port of this two-character game. Solid *Resi* gameplay and a great plot are the big draws.

RESIDENT EVIL: NEMESIS 65
CAPCOM ■ NGC/81
Braaaaaaaaaaaaaaaaaaaaaaaaaaaaaaiiiiiiiiiiiiiiiiiiiiiiiiiiiinnnnnnnnnnnnnnnnnssssssssssssssssssssssss! Etcetera.



Every Gamecube game ever… rated!

RESIDENT EVIL: ZERO 85
CAPCOM ■ NGC/78
Ditches the solo formula for a two-character system. Great set-pieces, looks lovely… more *Resi*, basically.

ROBOTECH BATTLECRY 77
TDK ■ NGC/77
Stompy robots go to war in the game of the Japanese cartoon. Not bad, as far as stompy robot games go.

ROCKY 78
RAGE ■ NGC/74
A solid fighter where you guide Rockies one to five to greatness. Top two-player, loads of unlockable extras.

ROGUE OPS 62
KEMCO ■ NGC/90
The spirit of Joanna Dark lives on – but only just – in the form of Nikki Connors. Nowhere near as good, mind.

SAMURAI JACK THE SHADOW OF AKU 50
SEGA ■ NGC/94
Below-par fighting with severely limited fighting. Doesn't do the cartoon series justice.

SCOOBY DOO MYSTERY MAYHEM 31
THQ ■ NGC/93
Feeble puzzles and a terrible plot mean Scoob continues his run of appaling software mistakes. Rooby Ron't!

SCOOBY DOO NIGHT OF 100 FRIGHTS! 36
THQ ■ NGC/75
Platforming non-action that'll interest you for half an hour or until you need the loo; whichever comes first.

THE SCORPION KING 30
VIVENDI ■ NGC/75
Bad. Very bad. Guide a poor approximation of The Rock and hit bad guys until they bleed from the eyeholes.

SEGA SOCCER SLAM 67
ATARI ■ NGC/74
A cartoonish footie game with an interest in violence. Cracking in multiplayer – poor on your own.

SERIOUS SAM NEXT ENCOUNTER 83
TAKE 2 ■ NGC/94
Cheap, cheerful and fun, although non-stop shooting can get a bit much after a while. Still, for £20…

SHREK 2 47
ACTIVISION ■ NGC/95
An innovative co-op mechanism doesn't compensate for the shoddy presentation and dull gameplay.

THE SIMPSONS: HIT & RUN 80
VIVENDI ■ NGC/87
The Simpsons go all *GTA* and start driving recklessly and doling out the violence. And what's more, it works!

THE SIMPSONS: ROAD RAGE 52
EA ■ NGC/68
A bad *Crazy Taxi* rip-off, with Simpsons characters bolted on, spewing repetitive 'funny' one-liners.

THE SIMS 81
EA ■ NGC/79
Addictive people simulating comes to the Cube. A great sense of humour and lots of potential for mischief.

THE SIMS BUSTIN' OUT 82
EA ■ NGC/89
What's outside the house? Hmm? No longer is your sim confined to his own four walls. Agoraphobics beware.

SKIES OF ARCADIA LEGENDS 90
ATARI ■ NGC/81
Vast RPG. "It'll take away a chunk of your life and you won't want it back" claims a man versed in such things.

SMUGGLER'S RUN WARZONES 78
ROCKSTAR ■ NGC/73
Huge landscapes and fast-paced 'racing' in buggies is let down by repetitive gameplay and awful music.

SONIC ADVENTURE 2 BATTLE 70
ATARI ■ NGC/67
Sega's annoying mascot on Gamecube, now with an extra dimension added. Does anyone care any more?

SONIC ADVENTURE DX DIRECTOR'S CUT 38
ATARI ■ NGC/83
A GBA link-up feature for GC, but otherwise a straight port of a game that was rubbish to begin with.

SONIC HEROES 65
SEGA ■ NGC/91
We *don't* hate Sonic, but if he keeps dishing out these woefully inadequate platformers we might start to.

SONIC MEGA COLLECTION 70
ATARI ■ NGC/79
If you have a retro craving, you could do worse: seven games on one disc, accurate down to the loading times!

SPAWN ARMAGEDDON 52
NAMCO ■ NGC/91
Plays like *Devil May Cry*, but nowhere near as good. Lock on, jump, fight, win, look for next fight…

SPEED KINGS 57
ACCLAIM ■ NGC/83
Wannabe *Burnout* with, strangely, lots of sliding under lorries involved. Otherwise bland and unnecessary.

SPHINX AND THE CURSED MUMMY 69
EUROCOM ■ NGC/91
Some seemingly careless flaws ruin an otherwise fun game – and you're going to love that Mummy!

SPIDER-MAN THE MOVIE 72
ACTIVISION ■ NGC/69
Dodgy control and camera are the only problems with this platform adventure. Voiced by the original cast.

SPIDER-MAN THE MOVIE 2 84
ACTIVISION ■ NGC/96
The feeling of *being* Spider-Man… we've waited a long time for a game that *really* made us feel like a hero.

SPLINTER CELL 89
UBI SOFT ■ NGC/81
Stealth-fest with a gritty feel and the opportunity to operate various Clancy-approved hi-tech gizmos.

SPLINTER CELL PANDORA TOMORROW 78
UBI SOFT ■ NGC/98
A decent game, albeit a poorly converted one, but the horribly glitchy last level spoils it.

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM 32
THQ ■ NGC/89
The plot's weak and the levels are badly designed – and Spongebob himself is nauseating.

SPY HUNTER 55
MIDWAY ■ NGC/68
Appaling frame rate, nasty course design and linear racing make this one to avoid. A pointless remake.

TOP FIVE MULTI-PLAYER GAMES

MARIO KART DOUBLE DASH!!
The Best Multiplayer Game Ever. We still haven't stopped playing it.

WARIO WARE INC. MEGA PARTY GAME$
Wario Ware made big and multiplayer for the Gamecube. Superb oddball fun.

WORMS 3D
Ace fun with ludicrous weapons and a rising tide.

FINAL FANTASY CRYSTAL CHRONICLES
An innovative approach to multiplayer adventuring.

SUPER MONKEY BALL
The second one's slightly better, but they're both really good monkey-rolling fun.

SPYRO: ENTER THE DRAGONFLY 40
VIVENDI ■ NGC/75
Much like *Crash Bandicoot*, this is another shoddy port of a game that was never much fun in the first place.

SSX3 89
EA ■ NGC/87
Improves over its excellent predecessor with a range of modes, ludicrous tricks and a *huge* mountain.

SSX TRICKY 87
EA ■ NGC/69
Has PS2 written all over it, but excellent. Fast courses, shortcuts and mid-piste scrappage equal FUN.

STARFOX ADVENTURES 72
NINTENDO ■ NGC/74
Adventure that's way too easy and linear. Should have been far better. Hardly a fitting send-off for Rare.

STAR WARS BOUNTY HUNTER 68
ACTIVISION ■ NGC/77
The panting, pot-bellied, rubbish space-assassin gets the Tomb Raider treatment in this average game.

STAR WARS THE CLONE WARS 71
ACTIVISION ■ NGC/75
Battlezone-style tank blaster set around Episode II – not as good as *Rogue Leader*, but fun all the same.

STAR WARS ROGUE LEADER 87
ACTIVISION ■ NGC/68
The most memorable – and the best-looking – Star Wars game yet. The Battle of Hoth will melt your eyes.

STAR WARS: ROGUE SQUADRON 3: REBEL STRIKE 83
ACTIVISION ■ NGC/88
On-foot bits? Star Wars is about whizzing around in spaceships, not saving some bint with padded ears.

THE SUM OF ALL FEARS 25
UBI SOFT ■ NGC/76
One of the most inept games we've played. Clancy says bury the copies in the desert before anyone notices.

SUMMONER A GODDESS REBORN 68
THQ ■ NGC/79
Much levelling-up and numbers floating from people's heads. Crappy visuals, but an engrossing adventure.

SUPER BUBBLE POP 65
JALECO ■ NGC/78
Tetris-y flavoured *Bust-a-Move* for the Sunny Delight generation, with chemically-induced visuals and music.

SUPER BUST-A-MOVE ALL STARS 70
UBI SOFT ■ NGC/89
Bust-A-Move! On your Gamecube! Puzzle fans rejoice – but only buy it if you haven't got a version already.

SUPERMAN: SHADOW OF APOKOLIPS 60
ATARI ■ NGC/81
Supes redeems himself somewhat with this stylised and maze-free effort based on the animated cartoons.

SUPER MONKEY BALL 88
ATARI ■ NGC/67
Simian-flavoured update of *Marble Madness*. One of the weirdest, most wonderful Gamecube games around.

SUPER MONKEY BALL 2 82
ATARI ■ NGC/78
The apes are back with levels harder of core, and a new story mode involving love, betrayal and banana-theft.

SX SUPERSTAR **71**
ACCLAIM ■ NGC/83
Motocross scrambling, enhanced with a *Def Jam*-style Career mode that involves girlfriend upgrades.

TAK & THE POWER OF JUJU **69**
THQ ■ NGC/92
Ticks all the right platforming boxes and is pleasant enough. But exciting? Not remotely.

TARZAN FREERIDE **59**
UBI SOFT ■ NGC/67
Disney. Platformer. Need we say any more? Jungle-based gameplay with the Seventh Earl of Greystoke.

TAZ WANTED **52**
ATARI ■ NGC/72
Some of the worst level design we've ever seen in this frustrating cel-shaded *Mario*-wannabe platformer.

TEENAGE MUTANT NINJA TURTLES **40**
KONAMI ■ NGC/92
Pick a turtle. Any turtle. They're all the same. A shallow button-basher that should've stayed in the sewer.

TETRIS WORLDS **38**
THQ ■ NGC/73
THQ ruin one of the Best Games Ever by trying to make it 'better'. Will anyone stop these people?

TIGER WOODS PGA TOUR 2003 **82**
EA ■ NGC/75
The world most efficient golf robot gets his own game. Actually really good, in a surprisingly arcadey way.

TIGER WOODS PGA TOUR 2004 **84**
EA ■ NGC/86
Apart from the ginormous size and a few tweaks for stattoes, it's the same as the last one.

TIGER WOODS PGA TOUR 2005 **88**
EA ■ NGC/98
The biggest, most refined golf game ever. Bigger than before, with stacks of new features – simply brilliant.

TOM CLANCY'S GHOST RECON **66**
UBI SOFT ■ NGC/79
Clancy has another go at squad-based tactical ops, and this time things run more smoothly. Entertaining stuff.

TONY HAWK'S PRO SKATER 3 **87**
ACTIVISION NGC/67
Mental grinds and stunts backed up by a mountain of extras – if you haven't tried *Hawk's*, do it now.

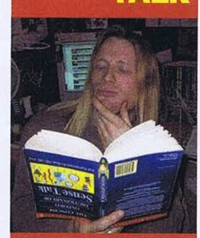
TONY HAWK'S PRO SKATER 4 **85**
ACTIVISION ■ NGC/75
No time limits and great RPG elements complement the larger areas in *TH4* – a well-tweaked fourquel.

TONY HAWK'S UNDERGROUND **79**
ACTIVISION ■ NGC/88
The latest Hawk's lacks visual polish but the Story mode's been massively improved.

TOP ANGLER **35**
XICAT ■ NGC/81
Generic fishing game involving bass, that doesn't even get the basics of its limited genre right. Tiresome.

TOP GUN: COMBAT ZONES **71**
VIRGIN ■ NGC/72
Movie-based flyboy antics. GC's only flight 'sim' – pretty challenging, but we recommend you try it first.

PAUL'S SENSE TALK



ERASERHEAD
How useful would it be if you eventually turned to rubber? Think how long you'd last. You could be passed down through the generations – you'd be an heirloom!

ETIQUETTE
There's no place for peripheral vision in a gents' urinal.

CHEAP HUMOUR
Do chickens think rubber humans are funny? No, probably not actually.

SAFE PRACTICES
Avoid injuring yourself when slicing vegetables by getting someone else to hold onto them while you do it. This also works with hammering nails, chopping logs, and decanting sulphuric acid.

READER SENSE
If you wish to get your own back on somone, break into their house and paint their lightbulbs black. then, when they turn the lights on, the room actually gets darker!! Ha!! *Fred Riding, email*
(Erm, riiiight! Someone get me a sink plunger, a bag of wasps and a shoehorn. Fred's gonna learn some real sense, 'Kittsy-style' – PE)

Do you have more 'sense' than our Sense Master Paul? More than likely! He wants your Sense Talks, mate! The best get printed, and if you're really lucky, he may insult you and your stupid face too.

Send them to him at **paul.edwards@futurenet.co.uk** or to Sense Talk at the usual address.

TY THE TASMANIAN TIGER **60**
EA ■ NGC/76
An average platformer with an Antipodean twist. It's a solid example of the genre but nothing more or less.

TUROK EVOLUTION **71**
ACCLAIM ■ NGC/73
Disappointing dino-hunting FPS sequel. Not as bad as *Turok 3* on N64, but serious niggles let the series down.

TRUE CRIME: STREETS OF LA **75**
ACTIVISION ■ NGC/88
Looks great, but can be fiddlier than a violinists' convention. As close as you'll get to *GTA* on 'Cube.

UFC THROWDOWN **51**
UBI SOFT ■ NGC/73
Freestyle thump-fest, where you lead your oily man to victory in some Greek-style athletic contest.

UNIVERSAL STUDIOS **24**
KEMCO ■ NGC/67
Anyone who makes a game involving picking up litter should be stuffed into a suitcase and hurled into the sea.

URBAN FREESTYLE SOCCER **17**
ACCLAIM ■ NGC/91
The characters are loathsome and the animation's terrible. A new low for Gamecube sports games.

V-RALLY 3 **68**
ATARI ■ NGC/82
Speedy rallying game that wouldn't be so bad if they'd concentrated on the basics first. Like, er, the steering.

VIRTUA STRIKER 3 V2002 **55**
ATARI ■ NGC/69
Nice to look at, horrible to play. Rubbish AI and unwieldy controls make for a bobbins game of footie.

WALLACE & GROMIT IN PROJECT ZOO **70**
ACCLAIM ■ NGC/87
Recreates the plasticene duo's world brilliantly. Only a few fiddly bits let this youngsters' platformer down.

WARIO WORLD **86**
NINTENDO ■ NGC/83
The anti-Mario gets his own game. A surreal frenzy of lowbrow humour and monster-hitting. Waah!

WORLD RACING **19**
TDK ■ NGC/94
Huge, with multiple routes, but grotty. Cars pause, the sky vanishes, you can drive on the sea… shoddy.

VEXX **66**
ACCLAIM ■ NGC/79
Well-crafted but unashamedly derivative Mario knockoff. Lots of collecting, dodgy camera.

WORMS BLAST **63**
UBI SOFT ■ NGC/74
Kinda like *Bust-a-Move* in a puzzly-action kind of way, except this isn't anywhere near as good.

WRECKLESS THE YAKUZA MISSIONS **51**
ACTIVISION ■ NGC/75
Drive like a loon and smash up cars and anything else that gets in your way. Sub-*Burnout* nonsense.

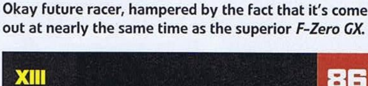
WWE CRUSH HOUR **43**
THQ ■ NGC/83
Those magnificent greasy men drive greasy fighting machines for some unlikely *Vigilante 8*-style 'thrills'.

WWE DAY OF RECKONING **74**
THQ ■ NGC/98
Far better than either Wrestlemania, but we'd like the chance to play as a Superstar in Story mode. Adequate.

WWE WRESTLEMANIA X8 **70**
ACTIVISION ■ NGC/72
Okay, but with nothing particularly new and a familiar engine. But if you insist on buying these things…

WWE WRESTLEMANIA XIX **68**
ACTIVISION ■ NGC/85
Clumsy interface, limited CAW parts and irritating Story mode. Still, it'll sell loads, no matter what its flaws are.

XGRA **71**
ACCLAIM ■ NGC/89
Okay future racer, hampered by the fact that it's come out at nearly the same time as the superior *F-Zero GX*.



XIII **86**
UBI SOFT ■ NGC/88
A flawed gem of a shooter. Rock-hard in places, with wonderful set pieces and comic-book-style graphics.

X-MEN: NEXT DIMENSION **55**
ACTIVISION ■ NGC/75
Duller than dishwater. Fighting-by-numbers stuff that offers little of interest. Waste of a pretty cool licence.

X-MEN 2 WOLVERINE'S REVENGE **64**
ACTIVISION ■ NGC/82
Is he a man? Is he a wolf? Is he a genetically engineered super-soldier? Fighting with the clawed X-Man.

ZOOCUBE **50**
ACCLAIM ■ NGC/71
Puzzler involving a rotating mouth that sucks animal genitals and goes 'moo', 'oink', 'quack' and 'wah!'



EXPERT TIPS, TOUGH CHALLENGES, TRIVIA AND MORE

NGC EXTENDED PLAY



DON'T MISS...

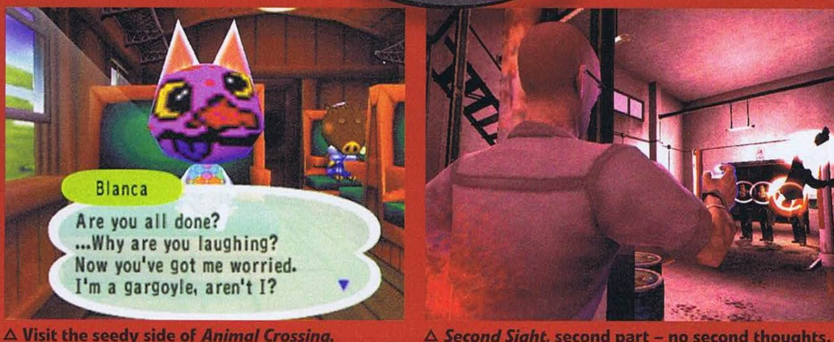


Olimarvellous! Everything you need to do in the first seven days. P78

CONTENTS

Play more, laugh more – more fun with games.

CHECK IT!...



△ Visit the seedy side of *Animal Crossing*.

△ *Second Sight*, second part – no second thoughts.



Get all the Pikmin in a week in...

PIKMIN 2





WHAT'S IT ALL ABOUT?

***Pikmin 2*, as you no doubt by now know, is a thing of beauty and Nintendo's latest slice of gaming brilliance. It might not be as high-profile as Mario or Zelda, but it can hold its head high next to such company. We love it.**

What we're aiming to do with this guide is get you on the road to success with *Pikmin 2*, and to do three things. They are 1) get all the different colours of Pikmin, 2) in the shortest time possible, 3) while amassing as much treasure as possible. In short, this guide will help to you get all the Pikmin and over 30% of the booty you need in seven days. Next month we'll concentrate on how you can get the other 70% of the treasure with a minimum of fuss. Enjoy!



WHAT WE SAID IN THIS ISSUE!

A vastly superior sequel to an already brilliant original. Pikmin 2 *is one of the most beautiful games we've ever seen. Each level – packed to the gunwhales with things to see and do – is modelled after a season, and each holds its own charm.*



Day 1 VALLEY OF REPOSE

As you might expect, your first day back on the Pikmin planet is very much a training exercise – you land in the gorgeously snow-carpeted Valley of Repose and are introduced to the various controls in a step-by-step fashion. You'll also see how you can split your workload with Louie; but it's not until Day 2 that you can start motoring. If by 'motoring' you mean 'harvesting Pikmin and grabbing treasure'.





BURIED TREASURE

We haven't gone into detailed walkthroughs for the cave levels here, mainly because they're very simple in the first few areas. Just bear in mind that to hit that 30% figure of salvaged treasure, you'll need to grab all the treasure that hides below ground. There's only one instance, in the Garden of White Flowers, where the treasure is hidden beneath your feet, and your White Pikmin will dig it up as soon as they walk over it.



Day 2 VALLEY OF REPOSE

Here we go, then. On Day 2 you can do everything that it's possible to do in the Valley of Repose right now, but you'll have to be organised. First, grow and harvest as many Red Pikmin as possible. Grab all the plant pellets that you can and send a group 'round to the area near where Louie landed to forage for more. When you've got enough Pikmin, throw them on top of the paper bag barrier that blocks your way into the large central area. After dealing with any smaller critters, marshal all your Pikmin and send them around the back of the beast that's snoozing there. Once it's dead, split your Pikmin and carry both the beast carcass and the treasure back to base camp. Harvest new Pikmin from the beast carcasses and head back to the area where you just were – if you sustained only light casualties you should have enough Pikmin (and time) to knock down the wall. Once you've done that, head for the entrance to the The Emergence Cave. This is incredibly easy and will get you the **Purple Pikmin**, which you'll need to nab the treasure there, which in turn will unlock the next area, the Awakening Wood.







Day 3 AWAKENING WOOD

Get all your reds out and go a-huntin'. Kill all the beasts you can, grab all the plant pellets you can, and grow some more 'Min. Throw some Pikmin up to grab the strawberry-shaped treasure, then set as many Pikmin as possible on the wall barring your way to one side of base camp.

Once it's knocked down, head through and ignore the berries for now. Take the first left and kill the enormous blobby monster – unless it somehow manages to kill loads of Pikmin, leave the body until later and head on past and take a right to get to the Hole of Beasts cave.

Again, this is a fairly straightforward cave, but remember that only Red Pikmin can disable the fire jets. Grow as many Purple Pikmin as you can while down there and don't put them in any danger – use your Reds to deal with everything.

The boss in the cave, Empress Bulblax, is big and ugly but easily dealt with. Throw Pikmin at her head, then quickly call them back before she has a chance to roll and squash them. Repeat until dead, take the treasure, and return to the surface.

You should now have enough Purple Pikmin (with the ones you got from The Hole Of Beasts) to break down the paper bag obstruction back in The Awakening Wood. Once you've done that, head through and kill the Burrow-Nit ahead. Beyond that is the entrance to the Garden of White Flowers.

Again, it's a simple cave, but use only Red Pikmin to attack the white fire-breathing beasts as they're immune to flame. Otherwise, grab all the treasure you can find, and here's where you'll find the **White Pikmin** – wahoo! Watch out for the buried treasure that they'll dig up. You can easily deal with the final boss by throwing Red Pikmin at its head, and then recalling them, until it's dead.

Head back to The Awakening Garden, harvest some more Pikmin if you've got the time, and end the day. You should now be almost at 30% complete, if you've grabbed all the treasure from the caves.







NGC TOP TIP
GANG

In a multiplayer game, try splitting your veg over a few tasks, dividing your enemy's attention and resources. Alternatively, build up a massive army and crush him...



Day 4 AWAKENING WOOD

There are two things to be doing straightaway – harvest as many Red Pikmin as you can by beast-killing and pellet-retrieving, and send all your White Pikmin around the poison-covered wall just down from the Hole of Beasts. This will most likely take a while to knock down as you won't have too many Whities yet, but bear with it. Once that's done, don't send your White 'Min in any further as a beast lurks. Set all your Reds onto it and then get them to extend the bridge near the globe-shaped Geographic Projection Treasure.

You might need some Purples to help carry this – but while it's being ferried back to the ship send your White Pikmin to the flowerpot-style features on the left of the map (looking at it with the ship behind you). Your treasure detector will tell you there's buried treasure in the highest 'pot' – walk up to it via the ramp and throw the White Pikmin up there and they'll uncover the Pilgrim Bulb. Finally, send your White Pikmin around to the poison wall near the entrance to The Garden of White Flowers, and get them knocking it down. You should have *just* enough time to do it before sundown.





TIME WASTING

Don't be distracted by non-essential activities, such as harvesting the berries that can be used to give your Pikmin super-powers. Things like this are simply time-wasting at this early stage in the game, and you won't need the berries until a bit later when the bosses are tougher.





NGC TOP TIP

CHUCK 'MIN

When you're throwing Pikmin, you can tell which colour you're lobbing – the arrow above your cursor turns that colour.



Day 5 PERPLEXING POOL

The third area in the game is open to you. Pretty, isn't it? And it's big and complicated too, but for now there's only one thing that you need to do – and that's get the **Yellow Pikmin**.

Fetch 10 Purple Pikmin, all the Whites you've got and then as many Reds as you can. Veer to the left after you leave base camp, taking care not to get any Pikmin wet, until you reach the pressure pad. Use the Purples to weight it and take the Reds up and around to the area where the Yellows are. It's guarded by a Flaming Bulborb, which you can use the Reds to destroy. While they're fighting this, get Louie to bring the Whites up (by using the Purples on the pressure pad again) and then, once the Reds have finished fighting, get the Whites to dispose of the poison wall. Once you've done that... the Yellows are yours!

If you've got the time, make sure you harvest some pellets to increase your Yellow population as much as possible. While they're doing this, get Louie to take the Reds, Purples and Whites back to base camp (there's a walkway around to the right that you can drop down so you don't have to go back via the pressure pad). Finally, get the Yellows in their onion and get Olimar back to the ship.



Day 6 AWAKENING WOOD

Don't worry about tackling more of The Perplexing Pool just yet – it's back to The Awakening Wood, as this is where you'll find the **Blue Pikmin**! But not today. You could probably skip today and get the Blue Pikmin a day early, if you wanted, but in the interest of getting as much treasure as possible, we're using Day 6 to clear some debt.

First you need to boost your population of Yellow Pikmin. You'll notice now that the plant pellets alternately flash yellow and red – chop them down when they're yellow for maximum Pikmin spawnage, and use Red Pikmin to kill monsters, but make sure the Yellows ferry the carcasses back.

You'll probably have noticed the treasure high up on the right, in plain sight, that you haven't been able to get, right? Well, skinny Yellow Pikmin can be thrown high, so use them to grab it (it's the Healing Cask).

Remember the poison wall you got your Whites to knock down on Day 4? Head on through there to the pressure pad with 10 Purples and all of your Yellows. Use the Purples to heft your Yellows up and you can get the Dice treasure (called the Chance Totem). And that's Day 6.



Day 7

PERPLEXING POOL

Boost your Yellow population in the usual manner, grab 'em all and head on through to the area that leads to the cave entrances, and specifically the raised area with the electrical gate at the top. Throw all the Yellows up there – making sure they're not close enough to the beast to wake it up – and send Olimar around to meet them by wading through the water, which would kill any Pikmin except the Blues. Marshal the Yellows and kill the monster, but don't drag the body anywhere for now. Set the Yellows to working on the gate. They'll knock it down in short order and beyond that… you'll find the **Blue Pikmin**!

Ignore the tadpole things, they're an annoyance and too fast to kill. Pick up the pellets lying around and start harvesting for as many Blues as possible – you'll then be able to reconstitute the body of the Cloaking Burrow-Nit for your Yellows just outside the water-logged area. Finally, get the Blue Pikmin to ferry the Decorative Goo treasure down to the ship – and you're done with day seven and the week!



TREASURE LIST

Here's a list of all the treasure you should have by the end of this seven-day walkthrough:

Sunseed Berry
Citrus Lump
Toxic Toadstool
Decorative Goo
Utter Scrap
Pilgrim Bulb
Superstick Textile
Petrified Heart
Luck Wafer
Dream Architect
Chance Totem
Strife Monolith
Stone of Glory
Cosmic Archive
Courage Reactor
Alien Billboard
Healing Cask
Survival Ointment
Quenching Emblem
Drought Ender
Spherical Atlas
Five Man Napsack
Prototype Detector
Geographic Projection



NEXT MONTH

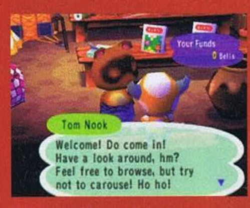
Congratulations! You've got all the Pikmin, and accrued just over a third of all the treasure you need. Next month we'll tell you how to get the remaining two-thirds with a minimum of fuss.



Get more out of...

ANIMAL CROSSING





WHAT'S IT ALL ABOUT?

To be honest, *Animal Crossing's* not that difficult – part of the beauty of it is its accessibility. However, there are some fun elements in the game that you might not see without a bit of pointing out. That's where this guide comes in. [Points out.]



SAVE YOUR CODES

You can keep using item codes. The thieving raccoon will tell you that he's out of stock once you've used them three times, but if you save your game and quit playing, then reload and visit Tom Nook again, he'll give you three more anyway. So he was clearly LYING. We expect no better, frankly.










MEET WISP THE GHOST

If you play *Animal Crossing* after midnight, you'll turn into a gremlin. No, hang on, that's not right... you'll see a ghost. *That's* right. You'll see a series of pop-up messages leading you to the acre where Wisp is hanging out. He'll ask you to catch five spirits – your butterfly net is used for this. If you get all five spirits before 4:00 in the morning, Wisp will give you a choice: he'll weed your town for you (useful if you've neglected the place), repaint your house roof or give you an item. The items are pretty random, but it could net you a rare one...

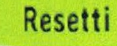


Keep re-setting your game and Resetti will pop out of the ground to have 'words' with you when you leave your house. He gets angrier on each occasion, even waving his pickaxe around. On the seventh time the miserable mole claims to have reset your game completely and wiped all your saves – but like The Nook he is telling whoppers. What is it with these animals?



FULL SET

After the eighth reset, Resetti just varies his final three speeches. Don't reset more than eight times – your data's too precious to risk.





WHAT WE SAID IN ISSUE 98!

A genuinely new type of game. Entrancing, engrossing and saccharine-sweet, it's simple but brilliant. Ultimately, what* Animal Crossing *delivers to your GC is nothing less than a whole new world, and one that you really should visit.

NGC 90

ANIMAL CROSSING

There's so much to do, you'll never leave

TRICK AND TREAT

On special days, you receive special items. We're particularly fond of the garish, ghoulish Halloween Series. In the days before Halloween, Tom Nook will be selling sweets. Buy lots. On Halloween, all the animals will dress up as Jack. Make sure you have NO furniture in your inventory (unless you want it turned into pumpkin lanterns). When you walk around, the Jackalikes will chase you and if they catch you, you have to give them sweets because they're your neighbours. The only one who doesn't run after you is the real Jack, and if you catch him and give him a sweet, you'll get a piece of furniture from the Halloween Series in return.



NGC TOP TIP

TOP TOWN

Trees affect how 'perfect' your town is. You need 3-16 per acre. Cut some down or plant new ones to improve each area.

GO FOR GOLD

So, fishing and bughunting. Not the most interesting hobbies in the world, but if you catch one of every type of fish you'll get the Golden Rod from old Tortimer, and if you catch one of every type of insect he'll give you the extra-wide Golden Net. Which enables you to catch things more easily. Contain your excitement, now…



TRAP THE NEIGHBOURS

This is evil. Pitfalls are round and white with a red "!" on. If you bury one, any animal that walks across it will fall into the hole. If you're sharing a town with other players, this is great fun. Digging holes in front of their houses won't work, but a buried pitfall is a treat… You can also dig holes round the animals to trap them.



PLAY SPORTS

There are two sports festivals, one in spring (21st March) and one in the autumn (23rd September). There are the same four events at each, and if you have a chat to Tortimer while you're taking part, you'll get a medal for it. There's one for each festival.



CATCH SOME RAYS

Dude! Fancy some fetching wrinkles and cancerous growth? Visit your island (via GBA link) on a sunny day and stand around for a while to get a tan. You can't tan at all in the village.



SAVE THOSE TURNIPS!

You can't hang onto turnips, right? Wrong. If you've bought a load cheap (fell off the back of a farm truck, did they?), you can keep them safely. Just put them in the place where an event takes place or a visitor shows up, making sure they're next to the signpost. When the visitor comes or the event happens, the turnips will be taken to the Lost And Found. While they're there they won't go off, and you can flog them to Tom Nook when his prices are high. (He probably cries in private at your profiteering and his lost bells.)

DESIGN A NEW FACE

You may well meet Blanca, the scary no-face cat, on the train at some point. (She's like this nightmare we have about a clown with no face… but we digress.) Anyway, design her a new mug, but don't expect her to be grateful.



Complete the rest of...

SECOND SIGHT



THE WALKTHROUGH



WHAT'S IT ALL ABOUT?

This is the second part of our complete walkthrough for *Second Sight*. (Missed last issue? Shame on you!) By now Vattic's escaped from his cell and got as far as freeing Jayne, his comrade before he was locked up. Sadly, Jayne's not the girl she used to be...



LEVEL 7
ESCAPE

Owing to Jayne's unhinged state, you'll need to target her using Charm and then repeatedly reassure her to calm her down to such a level that she'll follow you. Lead her through the door in the courtyard down below (calming her after the lightning strike), then creep up behind the guard and knock him out. Crawl through the gap in the boarded-up door and jump out of the window, then use Telekinesis to remove the beam blocking the main door and collect Jayne. Use Telekinesis again to lower the ladder leading up to the roof.

The plank connecting the two buildings collapses after you've used it. You can use Telekinesis to raise it again – but make sure you have enough psychic energy to keep the plank suspended while Jayne crosses.

There are two guards on sentry duty on a raised rooftop around the corner and numerous ways to get around them. We'd have Jayne sit tight and then either drop down through the glass skylight or crawl into the raised vent on the right-hand wall. If you take the first option, make sure you use Charm while walking under subsequent skylights to avoid being spotted by the guards above.

Have Jayne follow you down to the balcony next to the locked doors and climb up onto the narrow ledge over to the left. It leads over to the circular observation room. Press yourself up against the wall and move slowly around the circular room, using the brick sections as cover to avoid the gaze of the watchman. Go through the door on the other side and avoid the patrolling guards. Along the corridor you should see a door leading in to a patient's cell. Go in and knock the patient out to get a key, then use this to unlock the doors down the far end, making it possible for Jayne to join you. Start up the lift by climbing in and lowering it, then have Jayne climb aboard and go down.

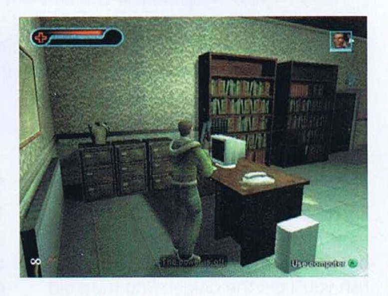
When the lift stops, make Jayne stay where she is while you use Charm on one of the guards in the yard to get him in a choke hold. Using the guard as a human shield, shoot the other guards and surrounding snipers. Once the coast is clear, lead Jayne through the far door and down the steps.

NGC TOP TIP

Fancy using a rougher method of getting Jayne over the gap after the plank between the buildings falls? Target her using Telekinesis and levitate her over.

LEVEL 8
RELIANCE

Cover Colonel Starke by picking off the various snipers high on the cliff tops.



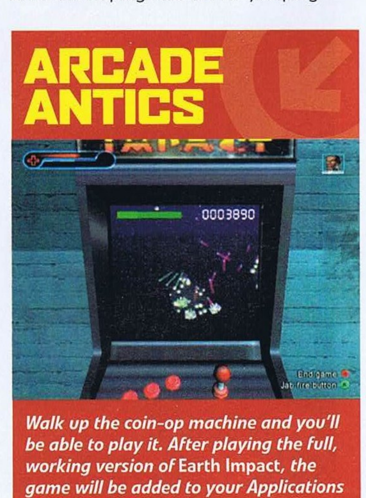
When you reach the power plant, head around to the far side and then climb on the boxes to get over the perimeter fence. Head into the building through the vent and then approach the steps.

Use the 'peek' option to look through the door closest to the steps, then equip your tranquilliser gun and shoot the guard stood next to the pool table in the head. Creep up behind the guy operating the coin-op machine and knock him out from behind before exploring the room.

Repeat the peek-target-and-tranq tactics through the doors upstairs. When you get into the accounts room, try using one of the computers. The power is down but Starke will restore it after a few minutes, so check for documents on the computer. Make sure you grab the key from the filing cabinet in the corner before exiting. Use the key to unlock the door down the far end of the corridor, then camp out and use your tranquilliser gun to shoot the guard patrolling the upper tier of the engine room in the head when he wanders close by.

Go through the other door on the upper tier, then go left and walk around onto the sloping roof before jumping

ARCADE ANTICS



Walk up the coin-op machine and you'll be able to play it. After playing the full, working version of Earth Impact, the game will be added to your Applications folder in the Pause menu.



WHAT WE SAID IN ISSUE 97!

Delightfully atmospheric. The levels are tightly designed, offering plenty of scope for replay, while its distinctive style and original touches make it one of the most memorable games we've played in years.



down into the fenced yard and pressing the button in the control booth. Hook up with Starke and help him to pick off the enemy hordes (if they are alerted), then climb over the fence and head up the track.

Follow the train tracks through the tunnel and, once at the underground station, climb onto the platform, follow the holographic child through the train and get out on the far end of the platform. Pick up the station key and retrace your steps through the train to unlock the gate near Starke.

LEVEL 9
ENTRAPPED

Wait until the guards wander under the overspill pipes. Target the grates using Telekinesis and pull them off to send them crashing down on the men below. Even if you don't use this tactic to take out the guards, pull off the grates anyway – you'll see why in a minute.

Lead Jayne down to the pumping room and there are two ways of getting out. You can either use Telekinesis to remove the crate on the floor near the far door and then drop down through the hole or, provided you removed all the pipe grates leading down to the pumping room, you can use Projection to pull both the levers to open up the narrow grate on the wall near the far door and then crawl through it.

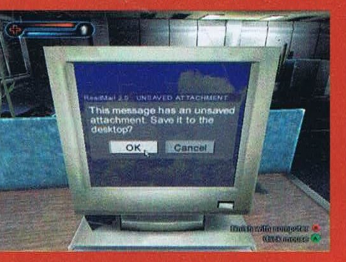
Pull all the levers in the subsequent rooms to open up the far door of the pumping room. This enables Jayne to follow you out. Next, clear the canal of surrounding danger before using Telekinesis to pull the lever at the far end. In the next area, lead Jayne up the ladder over to the left and have her wait on the lift platform before climbing the long ladder at the central section and jumping up on the wall to reach the platform. You may have to stop here to snipe a group of guards that flocks into the area from the two gates down below (you must prevent them shooting Jayne) as well as a trio of guards up above.

Use Projection to get through the laser fence, then use Possession on the guard near the laser fence controls and de-activate the laser fence. Lead him as far away from the controls as possible before cancelling the Projection, returning to your body and running through the inactive laser fence. Do it quickly, because you need to take out the guard before he wanders back to his original position and re-activates the lasers.

Pull the lever to raise the lift and be reunited with Jayne, then simply shoot your way to the end of the level.

BURN, BABY, BURN!

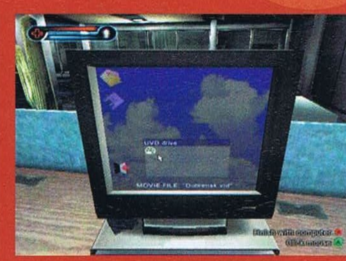
To solve a puzzle and complete level 13 you'll need to burn your own DVD using the rewritable disk your picked up in the store room and the two computer terminals. Here's how you do it…



1 *Check the Readmail 2.0 account on the first computer and you'll see that the second message has an unsaved attachment. Choose to save it to the desktop.*



2 *You should see the 'Dubrenak.vid' movie file appear on the desktop, where it's been saved, so drag it onto the UVD drive and then go and access the other computer.*



3 *Click on the movie player to open the application and click on the 'Dubrenak.vid' in the UVD drive. When the message appears saying that it's running, leave the office.*

LEVEL 10
STREETLIFE

Head up the steps in the garage and take the sawn-off shotgun from the shelf before going back down and heading out the vent on the back wall. As you reach the end of the vent, equip your gun and shoot the bloke in the suit in the head, then crawl out and hide behind the machinery.

Use Projection to Possess one of the other suit-wearers and force him to shoot his mates. Head down the middle alley when the coast is clear. Help the hood defeat the besuited gent and then follow him into the building. Talk to the girl and go and deliver the package to the door with the intercom. Once you have your tattoo, meet up with the rest of the gang.

What follows is a gunfight between hoods and suits, and the lead will be flying, so try to press yourself up against one of the walls and peek out and shoot each suit in turn. They'll keep on coming for you until you take out the main ringleader (he's the one standing on the far side of the yard around the first corner).

When the fight is over and you meet up with your gang again, climb the nearby ladders and enter the top-floor window before examining the papers on the table.

NGC TOP TIP

Look at the pool table in first-person view. Draw your tranquilliser gun and aim at the balls to shoot them into the pockets (make sure you get the angles right, mind!)

LEVEL 11
TEAMWORK

Tail Cortelli up to the radio hut and prepare to snipe the stream of enemies that emerges from the right-hand side (more will flock from the left, but your team-mate should be able to take care of the brunt of these – just make sure you use Heal to patch your comrades up again.

Relay Cortelli's message back down the hill to Starke and, after the cut-scene, take out the snipers back down at your starting position before meeting back up with your team in the area to the left of the radio hut.

Scout around the huts up ahead and, when you come to the door guarded by laser wires, use Projection and head past the lasers and down the passage. Possess a guard and head straight out of the end of the passage, where you'll see a ladder leading down. Go down and pull the lever, shoot the other guard and finally end the Projection.

Go and talk to Starke to round up your squad (heal any casualties), then go through the door you just opened into the base. You must now secure the base with some heavy gunfire, so use cover at all times and pick off the various enemies who flock to the area while moving closer to the base each time. When the area has been secured, head up the side passage that you came down with the Possessed guard and examine the side door. After another shoot-out the level will end.



LEVEL 12
BREAKOUT

You need to cover Starke in the ensuing gunfight. Work your way down the corridor with the Colonel and follow him into the side room. Head out onto the fire escape and get ready to pick off the snipers on the fire escape opposite. Rather than waste ammo here, use Telekinesis to levitate the gunmen and drop them down on the hard ground below before using Telekinesis again to draw their weapons over to you.

Use Telekinesis to lower the window-cleaning cradle and then take it up to the highest window. Go through the window and unlock the door for Starke. Cover him in the next gunfight, then head out the side and go back down to the streets.

LEVEL 13
CONSPIRACY

Head down the right-hand passage and use Charm to take out the





patrolling guard (and the cleaning lady, if you wish, psycho). Look out of the windows overlooking the yard and use Telekinesis to target the security camera on the far wall. Disable it and head back to the main reception desk, use Charm and then head out into the enclosed yard.

Crouch behind the stone structure straight ahead and you'll see a large office with a cleaning lady in. Use Telekinesis to target and disable the security camera to the left on the far wall. Head back to the reception desk and go down the right-hand passage again. Enter the store room and pick up the rewritable DVD disc by examining the box on top of the filing cabinet. Use Charm to kill the guard outside the toilets down the corridor before approaching the crossroads.

After the cut-scene, take out the guard nearest to you using Charm and, still using Charm, go through the door on the left into the office. Charm the guard inside the door and knock him out, then sneak up behind his partner and do likewise.

Read the clipboard on the cabinet to obtain Silas Hanson's computer user name, then use Charm to enter the other office across the corridor. As you've already disabled the security camera, knock out the cleaning lady and access the computer terminal in the far corner (see the 'Burn, baby burn!' box on the previous page for how to use it).

When you leave the office, use Charm to eliminate the guard standing next to the security scanning machine. Next, target the terminal above the scanning gate using Telekinesis. Activate Telekinesis to disable the scanner and walk through, keeping the scanner targeted all the time to avoid sounding the alarm.

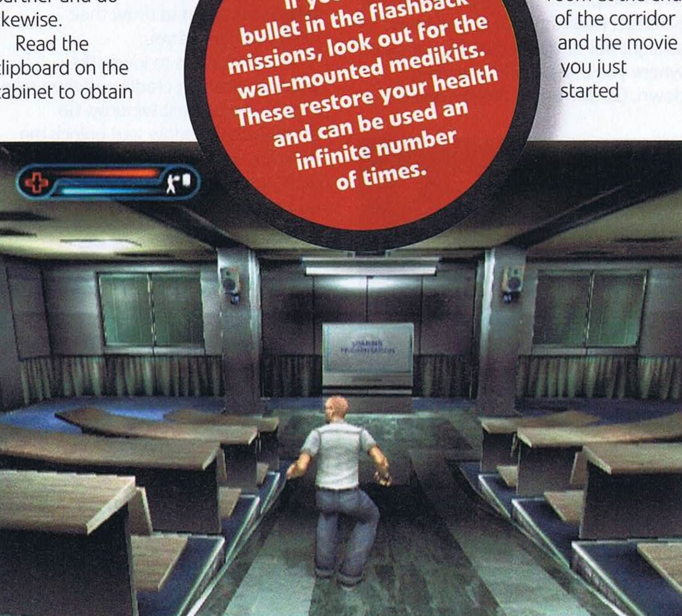
Go into the presentation room at the end of the corridor and the movie you just started playing on the computer will be running on the TV screen.

NGC TOP TIP

When you meet up with Starke in the yard, cross the yard and go through the door into the canteen. Here you can pick up an assortment of new weapons.

NGC TOP TIP

If you take a bullet in the flashback missions, look out for the wall-mounted medikits. These restore your health and can be used an infinite number of times.





LEVEL 14
INFILTRATION

Use cover to snipe the two enemies down the passage and then go through the only unlocked door. Don't bother climbing the ladder to the right just now; instead head straight towards the helicopter and use your sniper rifle to pick off the surrounding enemies. Backtrack and go up the ladder, then climb the structure. Walk onto the first half of the raised bridge at the top to lower it. Target the controls using Telekinesis and lower the second half, then go down the other side of the structure and through the door.

By using Charm you'll be able to walk straight down the passage without alerting the various guards on the other side of the windows. When you emerge, use Telekinesis to target the bell and ring it to distract the guards, then head around to the steps and go down. Go around the corner and knock out the guard with his back to you on the steps there, then go into the hut at the top of the steps.

Crawl into the fireplace and head through to the neighbouring hut. Take out the guard with his back to you before heading out the door and entering the hut around the corner. Stand by the window and use Telekinesis to target the guard below the walkway outside and toss him around using Levitation. (Try this with the two in the hut opposite too.)

Head over to the last hut, and if you haven't used Telekinesis on the two guards inside yet, crouch by the far window and do it now. When the area is clear, use Telekinesis to remove the bar behind the door, go inside and take the church key from the table.

Head up the side passage and shimmy past the blockade, then head straight down the walkway to the control room. Go around the back and use Telekinesis through the window to pull the lever, then go through the unlocked door and press the button to disable the radio jammer so you can talk to Starke on the radio.

Now head to the church and prepare to take out the elite soldiers. To do this effectively, use Telekinesis or Psi Attacks to knock them to the ground before equipping a powerful gun to shoot them while they're down.



VATTIC-ALIKES





Shortly after entering the lab at the end of level 16, one of the cryo tubes will crack and you'll be faced with an adversary with similar psychic abilities to your own. He'll proceed to hunt you down with Psi Attacks. Use the same tactics as you did against the elite soldiers – use Psi Attacks or Telekinesis to knock him over and then follow this up with heavy machine-gun fire. Once the first replicant has been restrained, more will break free, so repeat the process, this time using Psi Attack+ to cover a wider area, and make sure you take cover behind the pillars to avoid their retaliating attacks. Try not to let any run away from the battle, though, as they'll heal themselves and you'll have to start from scratch.

LEVEL 15
CHILDCARE

Tail the holographic child to the generator room and use Telekinesis on the generator to kick start it and restore power to the complex. Go to the canteen and talk to the child, then



leave via the back door (over to the left) after the cut-scene. Use Charm to take out the investigating guard and head back to the generator room.

Once there, stand by the door and cast a Projection. Send it up the stairs outside the door and Possess the guard. Use him to get through the hand-scanner door and, once in the room beyond, go to the computer and select the handprint icon to enable any hand to gain access. The other guards will start shooting your possessed guard at this point, so try to take out as many as you can before the Projection ends.

In your own body, go and use the hand scanner yourself and take out any guards who are still standing (you can always send another Projection in to do this to be safe), then use the computer again to disable the security cameras. Go through the door opposite the one you entered by and rescue the two children downstairs. Head upstairs and take out the guards shooting the hovering child, then use Charm to calm the child down. Now head back downstairs and follow the last child to the Doc's room.

NGC TOP TIP

Check out the basketball court – and spend literally *minutes* using Telekinesis to bounce the ball around. You can also try scoring baskets with the bodies of your foes!

THE FINAL CONFLICT

Towards the end of level 17 the holographic child will start releasing his friends from the cells, so you'll have to contend with the guards who flock to recapture them. Keep moving so as not to be pinned down and outgunned and use the crates and walls as cover. If you need more fire-power, head to the far cell, brush the boxes out of the way of the door and go inside to bolster your arsenal. To perform a quick clean sweep of enemy activity, mix up your gunfire with various psychic abilities like Telekinesis (to levitate one enemy and throw them into others) and Psi Attacks (when you get hemmed in and need to make some room for yourself).

Once the area has been cleared of soldiers, the children will congregate in front of Hanson's control room and will combine forces to overthrow him. Make sure you watch what happens when they get their hands on him!

LEVEL 16
CONFRONTATION

Immediately hide behind the TV screen and use Projection. Possess one of the enemies that enters the room and then use him to shoot the others. When you cease possessing the enemy, run out and grab him from behind and use him as a human shield to cover your path to the lift.

When you emerge on the top floor, use Projection again to Possess one of the enemies around the corner and then send him into the office, merrily gunning down his buddies. Head through the office and the adjoining side room and then head into the lab where you'll face-off against some adversaries a lot like yourself…

LEVEL 17
REDEMPTION

Take out the two elite soldiers who storm into the Doc's room and then go out through the only unlocked door. Use the lift at the bottom of the stairs and, when it takes you down, proceed with caution.

A short way along there is a side room with an elite soldier and a doctor inside. Sneak up behind the soldier and take him out before kicking the cowering doctor to death. Use the hand scanner in this room, then send a Projection through the door that briefly opens further up the passage. Possess one of the elite soldiers and use him to shoot the others. If you manage to shoot them all before the Projection ends, stand your guard next to an explosive barrel and shoot it to commit suicide.

When you are warped back to the medical facility, head back to the room you originally started the game in and talk to 'yourself'. Once back in the underground facility, use Charm to get past the elite soldiers in the next area and you'll be warped back to the mental asylum.

The holographic child will start opening the padded cells to create a diversion, so use the ensuing confusion to head to the gate at the back of the ward and use Charm to slip through when the guard opens it to investigate the chaos. When you reach Jayne's cell you'll be warped back to the underground facility.

When you're on the scaffolding ramps, send out a Projection to Possess one of the elite soldiers and then have him take out the other three on the way down. Now only Hanson and an assortment of cronies stands between you and freedom…

WIN! A NEW LCD TV

Do a Vattic to bag yourself a cool flat-screen television worth £500!

SEND YOUR ENTRIES TO
John D'oh! **NGC** Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

NGC readers love cosplay – we've yet to find a character you're not prepared to dress up as. The good people at Codemasters have cottoned on to this fact. They want you to bring John Vattic, hero of *Second Sight*, to life. So send us two photos of yourself, one where you're dressed as 'past' John in his coat and specs and one as 'captive' John in freakish straight-out-of-the-hospital guise.

Codemasters have the final say on the best transformation, so make it a good one! The first prize winner will bag themselves a DELL W1700 LCD TV – it's a wide aspect, HDTV-ready integrated flat-panelled monitor and TV tuner in one device. Five runners-up will each receive the game.

RULES: Open to UK residents only. No purchase is necessary. Employees of Future Publishing, or any of the companies involved in the competition or their agents or families are not permitted to enter the prize draw. Closing date Fri 29th October 2004. There is no cash alternative to the prizes. No correspondence will be entered into.

THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA



NGC READER KNOWLEDGE!

Fed up of the wild dog biting your cows in Harvest Moon: FoMT? Use lumber from your shed to build a pen on your field and keep your cows there. Use a rock or log as a 'door' so you can move them inside when it rains.
Bill Gray, Bath

ANIMAL CROSSING

HOME DECORATION

If you've got well stuck into *Animal Crossing*, you've probably entered the Happy Room Academy competition. There are some tricks to winning – some are obvious, because they're what you would do with real furniture, and some are less clear.

Make it match

Furniture comes in groups, which in *AC* are known as 'series'. For example, the Ranch series has a bed, an armchair, a bookcase and seven more items. The judges award you more points for having a complete series. You may find yourself with items from several series – Classic, Lovely and Halloween, say. In that case, only put one series in your room. It's better to have no bookcase than one that doesn't fit in with your other furniture. Make your wallpaper and flooring match, too, as that'll really improve your chances of winning.

Like furniture, which comes in Series, other items form Sets. Get the Pine Wood Table and Pine Wood Chair for the Pine Wood Set, for example, or all three teddy bears (mama, papa and baby) and you'll have the Bear Set.

Make it usable

The judges don't like it if they can't walk round things or use them. If your sofa's facing a wall so no-one can sit on it, you'll lose marks.

Make it expensive

Rare items will impress the judges more than items bought at Tom Nook's store. It shows you're trying. There's one item in each Series that you can only get by winning the lottery. Also, items you get from occasional visitors like Sahara the carpet-selling camel are worth more in the judges' eyes.



SPLINTER CELL PANDORA TOMORROW (GBA)

REPLACE KEYCARDS

Enter one of the following codes to replace the keycard you have. Note that if you choose an option to have grenades, it means that you always have eight flash grenades.

Red keycard	030077C3:01
Red keycard, grenades	030077C3:41
Green keycard, grenades	030077C3:45
No keycard, grenades	030077C3:40
Yellow keycard, grenades	030077C3:43

KIRBY AND THE AMAZING MIRROR (GBA)

CHANGE KIRBY'S COLOUR

During the game you'll find tins of spray paint. Use these to change Kirby's colour. Of course, he'll still be a big camp blob, even if he's no longer a big camp *pink* blob.



UNLOCKABLES

Boss Rush mode	Get 100% on a file
Open Power Centre	Hit all portal switches
Sound test	Find the CD Treasure
Use Metaknight's sword	Beat the final bosses

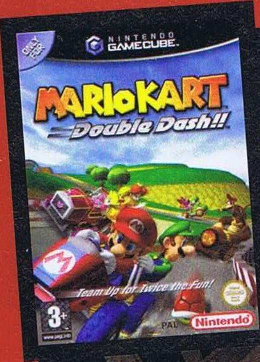
MARIO GOLF: TOADSTOOL TOUR

PASSWORDS

Use the following codes to unlock challenges in the following locations. Hold Z and Start at the title screen, go to Password Tournaments and enter the code for the one you want.

Lakitu Valley	UN7N84JN
Blooper Bay	RNLEGM2M
Shifting Sands	T53534K2
Bowser Badlands Tour	9L3L9KHR
Baby Bowser's Tournament	2GPL67PN
Camp Hyrule Tournament	0EKW5G7U
Hollywood Video Tour	BJGQBULZ
Peach's Castle Grounds	ELBUT3PX
Target Tour Tournament	CEUFPXJ1





READERS' TOP TEN TIPS

Can you out-tip Tips Extra? Send in your hint-tastic helps and we'll 'sort out' the top tipster with a mystery prize from Geraint's 'special drawer'. Chances are, it'll be a game.



1. SPIDER-MAN 2

Mirror, mirror

In the fight in the mirror room, get your clone opponents in front of an unbroken mirror, being careful not to pass in front of one yourself. Swing the clone into the glass. It'll smash and you won't have to fight him. Now go on to the next mirror.
Liam Downey, Crewe

2. SUPER MARIO SUNSHINE

Ray of fright
On Sirena Beach, when the manta rays attack, climb a tree and spray them like mad from there. When the mantas turn pink, run at them constantly spraying.
William Collinson, Ripon

3. JAMES BOND: AUF

Bionic fan
In Multiplayer, set power-ups to Bionics. Collect it during the game and find a safe place to wait. When the timer runs low, start switching from left to right until the timer runs out. Keep switching for a few more seconds, then stop on your weapon of choice. From now on, it will fire super-fast until you switch weapon, run out of ammo or die!
Nicholas Robb, Gourock

4. ZELDA: WIND WAKER

Quick stop
If you're treasure hunting at sea and can't stop your ship in time, sail to the right spot and pull out your cannon once you've got the bombs. It'll save you loads of time.
Luke Oakes, West Midlands

5. SPIDER-MAN 2

Hook-a-crook
When there's a robbery on top of a building, don't beat the thieves up – use the grapple upgrade to hurl them off the building!
William Richards, Tunbridge Wells

6. SUPER MARIO SUNSHINE

A Hawaiian, please
After completing and saving the game, talk to the chap in the sunglasses and he'll give you a gaudy Hawaiian shirt covered in Shines. Lookin' good, Mazza…
David Clarke, Peterborough

7. METAL GEAR SOLID

Cut off the gas
When Meryl opens the cargo door (leading to the M1 tank), shoot the little green lights at the bottom-left corner to disable the sensors. Just don't miss any or you're in trouble!
Ross Lang, North Lanarkshire

8. MARIO KART DD

Gone fishin'
Hold A as the Nintendo logo appears at the start of the game, and when Lakitu appears he'll have a fish on the end of his line.
Max Noor, Kingston-upon-Thames

9. HARRY POTTER & POA

Potter and the wolf
When you're fighting Lupin the werewolf, use Lumos Uno on Buckbeak (the only person Lupin attacks). Whenever Buckbeak has SP missing, use a Grand Wigginweld potion on him. Also, use Petrificus Totalus on Lupin so he can't attack.
Ben Hudson, Hull

10. METROID PRIME

Beam me up
If you're about to go into a room with a powerful enemy in, shoot open the door but don't go through. Power up a charge beam, run into the room, lock onto the enemy and hit Y to release a beam/missile combo straight away.
Tim Moule, March





Medical insurance? You need life insurance with this doc…

Dr Kitts,
In *Viewtiful Joe*, Scene 4 Part 2, what do I do? At one end of the section there are three black pawn thingies and at the other's an endless line of rockets. I feel sorry for Joe, stuck in a mechanical tube meeting a grisly death time after time. Help him.
Matthew Costello, Liverpool

Dr Kitts wipes the spittle from the corners of his cracked lips…
The torpedoes are the things you need to tackle. First, do a Slow-mo uppercut on the first torpedo you come to and run underneath it at Mach Speed. Go left and take out the torpedo there. You should be able to jump on top of the next torpedo (which is on a spring), so get on it and hold Slow. Wait until the torpedo has finished charging up, then, when you're at the top of the sub, get off. You'll have to jump to avoid the lasers up here and escape.

Dr Kitts,
I really enjoy playing *Wind Waker* until I need to go to Diamond Steppe Isle and collect the fourth Triforce Chart from the ghost ship. How do I get it without the ship disappearing?
Jamie Markksson, Wolverhampton

Dr Kitts straightens his tie…
Right. Before you can even board the ghost ship, you need the Ghost Ship Map, and that's hidden away on Diamond Steppe Isle. Have you got it? If not, go and get it now.
Go onto the island and hookshot up to a tree. Keep using your hookshot until you come to a hole. Hop in and you'll come to a set of pots. These warp you to various places – some take you forward, some take you back to the start. Keep going through them and you'll be warped to a chest with the map in. It'll show you where the ghost ship will appear. As the ship does come to Diamond Steppe Isle, we'd stay there and use the Song of Day and Night until it shows up. Sail up to it and defeat the ghosts, then open the chest to get the Triforce chart.

Dr Kitts,
What's the point of the seed maker in *Harvest Moon*? Surely it ruins the game if you make money too easily?
Flynn Sinfield, Durham

Dr Kitts wipes his bloody palms…
Only fertilise half of each crop you grow, and eat the B-rank ones. Turn the S-rank ones into seeds, and you'll have the same number of seeds as you started with, but all S-rank, with no need to fertilise. It's better to convert hybrid crops to seed than to rely on Tartan for more seeds, too.



Got an Action Replay? Then go nuts with these codes…

SPLINTER CELL PANDORA TOMORROW

Master code
NR1P-PEQR-UP332
V7UT-UQNP-E8R24
5U1M-EP7B-0YDKA
3PA0-678R-YVTT4
0V67-2NZX-R0E2R

Infinite ammo
QYAU-4KNW-P146A
TAT3-Y1YQ-N1WN1
36BG-4V77-MVWQC
A32J-HF0G-7V73H
K61P-W1QW-HA96F
QKBD-047H-UKHXN

Enemies can't sense you
EXUM-RYZ1-865X4
TDEQ-QX81-9B2YD

Dumb AI
ZE0K-BT5A-710H7



WKP0-763J-YME3D

PAL 60Hz
NHAZ-U5AU-A275H
KUA0-198J-AAVHJ
A6KT-51JN-FBB9F
TCD6-HMG9-0TY44
HXD4-132Q-FNDQR
ANFU-KE0C-4TYDP

RAINBOW SIX 3

Master code
457F-59V2-EZ87B
4K2B-DXNN-BA3NW
WKFB-47EJ-184C8
D4F8-2JXT-JG522
P090-GHTX-JM7WU

Infinite Health
CEEB-240D-YPUW2
Z5QP-VFNY-KT71G

Infinite ammo
82Z4-127C-A5EXM
HU0N-HR0F-93MV0
UP4G-Z38G-0193X

CAT WOMAN

Master code
PHRA-H5P4-PY8EC
19JE-38WQ-5ATW5

Infinite health
ZPCM-N8H2-PU4U4
JWZ3-0YC5-Q1CU9

All these points
X42N-7KJU-6NJ3N
EKX1-GN9C-EVRKP

Infinite diamonds
EAA0-2XVV-76J20
KHH4-DG0G-6MPN4





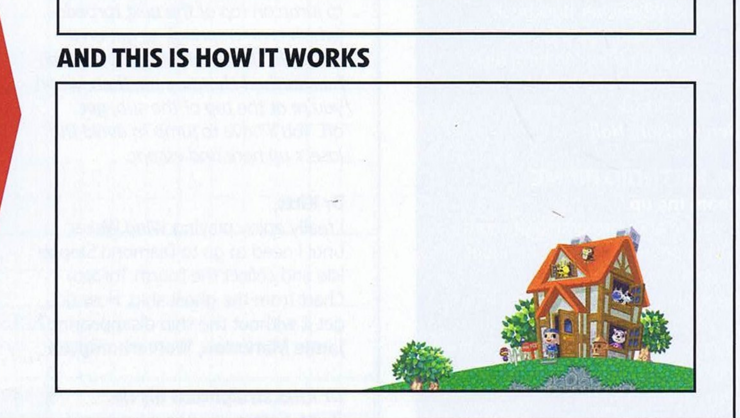
Found an interesting tip, secret or quirk in one of your games? Send it into us immediately! Each month we'll stick the best into our Readers' Tips section. If yours is the number one readers' tip, we'll send you a cool prize. Good, huh? Just don't send us cheat codes from the 'net…

YOUR TOP TIPS SHARE THE KNOWLEDGE AND BAG YOURSELF A PRIZE…

HERE'S MY TOP TIP…

IT'S FOR

AND THIS IS HOW IT WORKS



Name ....

Address ....

....................Postcode ....

Send to:
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW
or e-mail ngc@futurenet.co.uk

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I'M THE BEST



I'm The Best is entering its final month – that's right, this is the last month for you to get your entry in, so if you haven't sent us a tape or some photos get, this is your last chance. We must receive ALL entries by the 29th October. Any entries that come in after that date won't be counted, we're afraid.

So, what do you have to do? Read through the challenges and find one you'd like to enter, then gather the appropriate evidence (photos are okay for many of the challenges, but for some we ask for video evidence). If you're not sure how to take a video of yourself playing games, turn to page 97. When you've got your evidence, whack it in an envelope along with a filled-in entry form (see page 96) or sheet of paper listing the challenges you've entered and the score you've achieved and post it to I'm The Best, **NGC**, Future Publishing. One of our trained chimps will watch it and award you points accordingly.

As this is the last month, when the competition's closed, you get points for where you've placed in the mini-tables. First place gets you 50, second gets 40 and so on. The more tables you've placed on, the more bonuses you get. So come on, get entering!

MISSION IMPOSSIBLE!

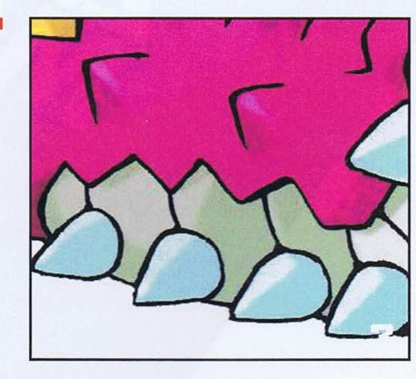
Mission Impossible is the part of I'm The Best where we make you put down your controller and think for a little while – a novel idea, but it seems to work. In the past we've done things like show you a bunch of pixels and ask you which game they're taken from. We've given you some speech from a game and asked you to name it. Whatever we do, though, you can be sure that it's a thorough test of your Nintendo gaming knowledge. And for our final Mission Impossible, we're keeping our feet firmly on the ground.



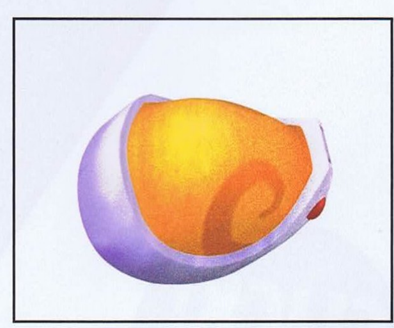
THIS MONTH... FEET OF PLAY

You might think that feet aren't the most distinctive thing you'll see in a videogame – but they can be. What sort of game character – male or female – wears insanely pointy shoes? And who or what on earth has a succession of little side-spikes instead of feet? If you know, we want you to tell us. Go on, put us out of our misery.

Send all four names by 29th October please. Completely correct answers will net the sender 40 points.

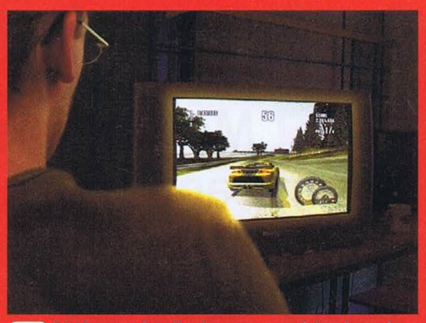






BEAT THE BEST!

Come and have a go if you think they're hard enough! This is how you turn your talent into a shot at a stonking prize.



1 Ditch your family, ignore your friends and practise until you have achieved perfection. But not beyond the cut-off date. That'd be dim.



2 Get a score above our 'To Qualify' minimum – you don't have to beat the top 5. Gather the evidence (video/photo) and send it to us.



3 Wait an issue or two and see where your score gets you. The more challenges you nail, the higher you climb in the table…

SUPER SMASH BROS MELEE



KIRBY'S REVENGE

WE WANT Your highest numbers of KOs.
THE LAW Play in Cruel Melee mode. You must play as Kirby. All default settings apply otherwise.
TO QUALIFY Four Knock Outs.
EVIDENCE Photographic evidence will do fine.
POINTS 25

1	15	David Lent, Leeds; A. Chan Wai Kuen, Malv. Wells
2	14	Steve Brooks, Broughton Astley
3	11	Rob Jones, Poole
4	10	Chris Mills, Warrington
5	9	Rex McGee, Marcus Tse, Dave Every, Ben Bryce, Simon Ellefsen

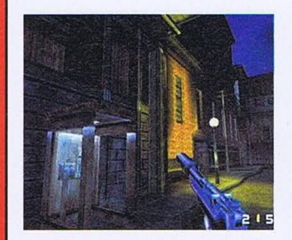
ROCK ME, AMADEUS

WE WANT Your highest score in All-Star mode.
THE LAW Must use Falco. Singing in an '80s-stylee completely optional.
TO QUALIFY 400,000
EVIDENCE Again, we're fine with photos for this one, as long as it's clear enough for us to see your score.
POINTS 20

1	1,240,100	David Cathrine, Edinburgh
2	1,154,700	Adam Butcher, Essex
3	1,083,600	Kieron Harman, Torquay
4	982,100	Steve Brooks, Broughton Astley
5	930,900	Alan Chan Wai Kuen, Malvern Wells

To spice things up a bit, you'll notice that we've also included extra Random Challenges – which can be related to games, or be completely whimsical. Again, fulfil our wishes to the letter and points will be yours. Simple. There's even a Spot the Ball competition (it's *NHL 2005* this month, and there's not an actual ball). Keray-zee…

TIMESPLITTERS 2



BRICKATHON

WE WANT Your fastest time for completing the Bricking It: Glass Smash.
THE LAW You'll find it in Challenge mode. No cheating.
TO QUALIFY 25s
EVIDENCE Video of the entire run so we can see you doing it.
POINTS 25

1	18.8	Bryan Docherty, Inverkip
2	19.0	Peter Bottomley, Holmes Chapel
3	20.0	Rex McGee, Trowbridge
4	21.0	Lewis Voigtländer-Ford, Milton Keynes
5	22.7	Andrew Grieve, Rotherham

IRREPRESSIBLE!

WE WANT You to complete Banana Chomp: Playing With Fire.
THE LAW You have to complete the level.
TO QUALIFY 20 bananas
EVIDENCE Full video evidence of the entire run so we can see you don't duck out halfway.
POINTS 35

1	26	Ben Bryce, Andrew Grieve, David Pugh, Peter Bottomley, Lewis Voigtländer-Ford
2	25	Matthew Reynolds
3	24	Simon Flatman, Rex McGee, Josh Symons, Dave Every, David Lent, Steven Limm, Martijn Heule, Chris Richards
4	22	Dermot Ryan, Dom Stroud
5	20	Chris Fletcher

VIRTUAL REALITY YOU!

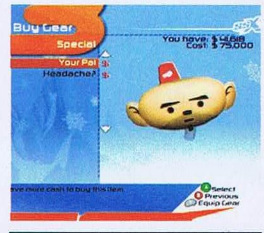
Because prats win prizes!

THIS MONTH GANON FODDER

A grand evil finale to Virtual Reality You this issue. We'll be sorry to see it go – we've really loved seeing everyone's pics. Well, apart from the Tingle ones. Those disturbed us. **This month you're being Link's rather rubbish nemesis, Gannondorf.** All photos must arrive by 29th October.

SSX3





MILLIONAIRE

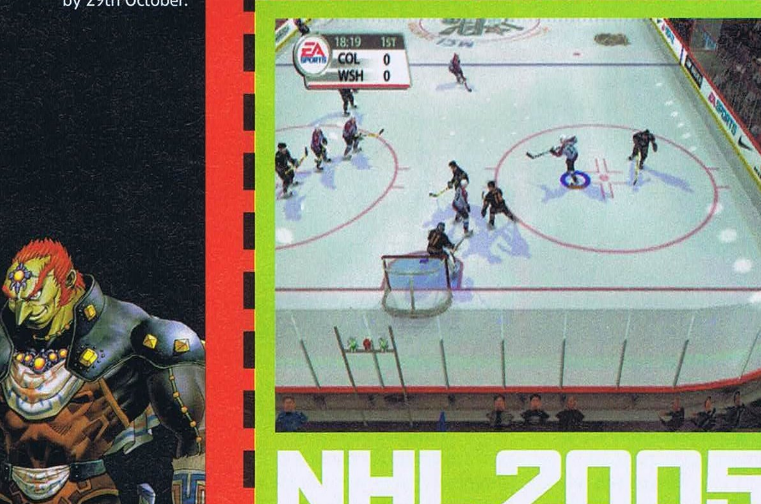
WE WANT Your best score for Peak 3.
THE LAW Must be done in Freestyle mode (All Peak Jam). Can use any of the starting boarders – no unlockable or created ones.
TO QUALIFY 1,000,000
EVIDENCE A photo will do for this.
POINTS 25

1	4,939,808	David Pugh, Saffron Walden
2	3,260,182	Dermot Ryan, Mullingar
3	2,190,028	Dave Every, Ellesmere Port
4	2,091,290	Steve Brooks, Broughton Astley
5	1,603,806	David Lent, Leeds

WITH JAM ON

WE WANT Your fastest time on Peak 1 Race: Snow Jam.
THE LAW Must use Kaori – no other boarders allowed. You must cross the line first as well.
TO QUALIFY 2:35
EVIDENCE We'd like to see video evidence of the full run, please.
POINTS 35

1	2:08	David Pugh, Saffron Walden
2	2:12	Peter Bottomley, Holmes Chapel
3	2:28	Dave Every, Ellesmere Port
4	2:32	Steve Brooks, Broughton Astley
5	2:33	Rex McGee, Dermot Ryan, Andrew Grieve



NHL 2005 SPOT THE PUCK

X MARKS THE SPOT

If you've got to play an American sport, we reckon ice hockey's where it's at. Even though it's Canadian. It's fast, it's very rough, and the players don't stop every 30 seconds to form a pattern. In honour of the coldest sport around (curling doesn't count), we've removed the hockey puck from this page and want you to put an X where you think it is. You can send us a photocopy if you don't like cutting up your magazine, but only ONE entry per person, please.

❑ The entry we receive marking the point closest to the ball by 29th October wins **40 points.**

SEND YOUR ENTRIES TO… I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

Reg needs MEAT! Rooooaar!

MARIO PARTY 5



PANIC STATIONS

WE WANT Your highest score on Panic Pinball.
THE LAW You must use Waluigi. We feel sorry for him as he gets left out. Apart from that, stick to all the default settings. One player.
TO QUALIFY 22,000 points
EVIDENCE A snap of the screen showing your score.
POINTS 30

1	30,400	Steve Brooks, Broughton Astley
2	28,940	Michael Rothwell, Wallasey
3	28,760	Rex McGee, Trowbridge
4	24,610	Ben Bryce, Worthing
5	22,020	Peter Bottomley, Holmes Chapel



JUMP! JUMP! JUMP!

WE WANT Your furthest distance for Leaf Leap.
THE LAW You can use any character you like. Apart from that, the default settings apply.
TO QUALIFY 120m
EVIDENCE We'd like to see the whole entertaining incident on video, please.
POINTS 20

1	147	Steve Brooks, Broughton Astley
2	141	Ewan McKenzie, Mark Gibson, Dave Every
3	138	Michael Rothwell, Wallasey
4	135	Bryan Docherty, Inverkip; Ben Bryce, Worthing
5	129	Rex McGee, Trowbridge; Andrew Grieve, Rotherham

BIG REGGIE'S NAME-TAKING CHALLENGE

Aaw, couldn't you do my last challenge? I'm giving you one more go at it – then it'll be time for me to polish up my boots and kick some – yes, you've guessed it – top quality ass!

There are six tracks in F-Zero GX's AX cup. I want you to complete all six with a total time of eight and a half minutes or less. You may snake – in honour of my snake hips. Sss!

Send me a picture of every race results screen by 29th October 2004 and I will take your name and give you 101.01 points. Yeah, baby.

KIRBY AIR RIDE



STRAIGHT RACE

WE WANT Your fastest time for a three-lap race.
THE LAW Must race on the Metal Top Ride. Three CPU opponents, level 1.
TO QUALIFY 50 seconds. You can do that!
EVIDENCE Video, so we can check that you've got the settings right.
POINTS 25

1	0'24"95	Ben Bryce, Worthing
2	0'25"38	Peter Bottomley, Holmes Chapel
3	0'26"06	Dave Every, Ellesmere Port
4	0'26"93	Steve Brooks, Broughton Astley
5	0'29"60	David Pugh, Saffron Walden



DEEP BREATHS

WE WANT To see how many enemies Kirbs can hoover up during a race.
THE LAW You can attempt this on any level and vehicle you like. Must use default settings. You must win.
TO QUALIFY 15
EVIDENCE Video evidence of Kirby absorbing his rivals.
POINTS 35

1	20	Dave Every, Ellesmere Port
2	19	David Pugh, Saffron Walden
3	18	Ben Bryce, Worthing
4	17	Peter Bottomley, Holmes Chapel
5	16	Steve Brooks, Broughton Astley

METAL GEAR



WOOOAH NELLY!

WE WANT You to kick Liquid Snake's treacherous, traitorous butt.
THE LAW No using cheats to give Snake an advantage.
TO QUALIFY 30 seconds left on the clock. You only have three to beat Liquid anyway…
EVIDENCE Clear video of the full battle.
POINTS 40

1	2:03	Matthew Reynolds, Tamworth
2	1:53	David Lent, Leeds
3	1:49	Peter Bottomley, Holmes Chapel
4	1:47	Dominic Stroud, Gloucester
5	1:37	Lewis Voigtländer-Ford, Milton Keynes

SONIC HEROES



MISSION POSSIBLE

WE WANT Your best score on the bizarre Casino Park stage (level 5).
THE LAW Must be playing as Team Sonic. No Chaotix or (shame on you if you thought of it) Team Rose!
TO QUALIFY 35,000
EVIDENCE A clear snap of your score at the end of the level.
POINTS 30

1	49,380	Mark Gibson, Dumfries
2	47,810	Ryan Cobane, Omagh
3	45,940	David Lent, Leeds
4	45,570	Bryan Docherty, Inverkip
5	45,290	Andrew Grieve, Rotherham

MARIO KART



DESERT DRAG

WE WANT Your *slowest* time on Dry Dry Desert.
THE LAW Must play as Yoshi and Baby Bowser. And despite going slowly, you've still got to win the race! 100cc only.
TO QUALIFY 2:00
EVIDENCE Video of the full race – sorry, but we do get people cheating at *MK*.
POINTS 30

1	2:48:309	Dave Every, Ellesmere Port
2	2:44:775	Timothy Law, Margate
3	2:44:470	Ewan McKenzie, Dumfries
4	2:43:458	Ben Bryce, Worthing
5	2:43:273	Mark Gibson, Dumfries

MARIO SUNSH...



SOLID GOLD

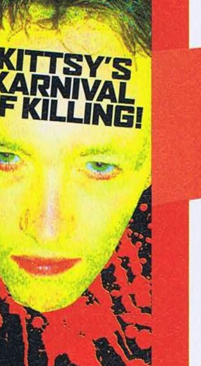
WE WANT To know how many coins you can collect.
THE LAW Collect them on any story you like, as long as it's on the Noki Bay level.
TO QUALIFY 110 coins
EVIDENCE A picture of the totals screen (press Z to see it) clearly showing your coin haul for the location.
POINTS 20

1	227	Matthew Reynolds, Tamworth
2	225	David Lent, Leeds
3	224	Lewis Voigtländer-Ford, Milton Keynes
4	220	Ben Bryce, Worthing
5	215	Dermot Ryan, Mullingar

SEND YOUR ENTRIES TO... I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…



FLY, MY PRETTIES

Insects annoy me. They spoil my picnics, they buzz, and are more likely than I am to survive a nuclear attack. For that, they must die. **Playing *Wario Ware Mega Party Game$*, achieve a score of over 1,500 at Fly Swat.** Video your insect slapping and send it to me by 29th October to win **40 points**.

1080° AVALANCHE



GATE EXPECTATIONS

WE WANT Your highest score on the Frosty Shadows Gate Challenge.
THE LAW Must play as one of the boarders available from the start of the game. Default settings apply.
TO QUALIFY 17,500
EVIDENCE Video evidence of your run.
POINTS 25

1	26,599	**Bryan Docherty** Inverkip
2	26,592	**Dave Every** Ellesmere Port
3	26,589	**Ben Bryce** Worthing
4	26,569	**L. Voigtländer-Ford** Milton Keynes
5	25,079	**Andrew Grieve** Rotherham

SNOW COMPETITION

WE WANT To see how well you can do on the half pipe.
THE LAW Can be any of the boarders available from the start of the game. Must tackle the half pipe in Trick Attack mode.
TO QUALIFY 30,000
EVIDENCE Video evidence of the run in action.
POINTS 35

1	438,300	**David Lent** Leeds
2	421,400	**L. Voigtländer-Ford** Milton Keynes
3	333,300	**Rex McGee** Trowbridge
4	231,000	**Bryan Docherty** Inverkip
5	177,500	**Peter Bottomley** Holmes Chapel

BILLY HATCHER



EGG ROLL

WE WANT Your highest combo kill with one egg roll, (not your highest combo, one roll).
THE LAW Can play as any character, on any level. Can use any old egg you like too. Isn't that nice?
TO QUALIFY 7
EVIDENCE Video of the roll.
POINTS 30

1	99	**David Pugh, Dermot Ryan, Mark Gibson; Rex McGee, Peter Bottomley, Bryan Docherty, Andrew Grieve, David Lent**
2	92	**Ewan McKenzie,** Dumfries
3	48	**Dave Every** Ellesmere Port
4	9	**L. Voigtländer-Ford** Milton Keynes
5	??	**Your name here?**

EAT CROW

WE WANT Your top time for defeating the 100 crows in mission 3: Dino Mountain .
THE LAW Can use no more than eight eggs. Must play as Billy. Must get an S-rank.
TO QUALIFY 10 minutes
EVIDENCE Full video run so we can see how many eggs you use for the level.
POINTS 30

1	2:13:56	**Peter Bottomley** Holmes Chapel
2	2:22:22	**Rex McGee** Trowbridge
3	2:27:58	**Bryan Docherty** Inverkip
4	2:48:27	**Dave Every** Ellesmere Port
5	2:21:05	**David Pugh** Saffron Walden

WORMS 3D





AAAAARRRRR!

WE WANT To see how quickly you do Deathmatch Challenge 5.
THE LAW Of the jungle.
TO QUALIFY 10:00
EVIDENCE Video of the end of the level.
POINTS 20

1	2:58	**David Pugh** Saffron Walden
2	3:45	**David Lent** Leeds
3	3:59	**Lewis Voigtländer-Ford** Milton Keynes
4	5:03	**Dave Every** Ellesmere Port
5	6:24	**Rex McGee** Trowbridge

BAA HUMBUG

WE WANT Your best time for Super Sheep Challenge 2.
THE LAW Says it's illegal.
TO QUALIFY 4:00
EVIDENCE Video of the end of the level.
POINTS 25

1	5:31	**David Lent** Leeds
2	5:27	**Lewis Voigtländer-Ford** Milton Keynes
3	5:24	**David Pugh** Saffron Walden
3	5:24	**Dave Every** Ellesmere Port
4	5:20	**Steve Brooks** Broughton Astley

FINAL FANTASY CC





DOWN AND OUT

WE WANT You to beat the Orc King (the Mine of Cathurgies boss).
THE LAW Single-player. Must be done on Myrrh Cycle Two. No Phoenix Downs allowed. That aside, anything goes.
TO QUALIFY 3 minutes
EVIDENCE Video.
POINTS 40

1	0'20"	**Dave Every** Ellesmere Port
2	0'56"	**Dominic Stroud** Gloucestershire
3	1'18"	**David Lent** Leeds
4	1'39"	**Chris Bowers** Kent
5	1'43"	**Dermot Ryan** Mullingar

MOOGLE SEARCH

WE WANT You to get as many Moogle stamps as you can.
THE LAW Must be in single-player for full points. If you do it in multiplayer, you'll get the appropriate fraction.
TO QUALIFY 10 stamps
EVIDENCE A snap of your Moogle card.
POINTS 20

1	23	**Dave Every, Chris Bowers, Dermot Ryan, Martijn Heule, David Lent, Peter Bottomley, Michael Rothwell**
2	20	**Mark Gibson** Dumfries
3	15	**Simon Flatman,** Northampton
4	11	**Lewis Voigtländer-Ford,** Milton Keynes
5	10	**Josh Ryan,** Dursley

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I'M THE BEST

The Best just got even Better…

ZELDA WW



GOING POSTAL

WE WANT You to sort as many letters as you can in the letter-sorting minigame on Dragon Roost Island.
THE LAW No cheating. We *will* spot it.
TO QUALIFY 15
EVIDENCE Full video of your postmastery, so we can gaze awestruck at your skills.
POINTS 30

1	33	**Ben Bryce**, Worthing
2	32	**Dave Every**, **David Pugh**, **David Lent**,
3	30	**Andrew Mills** **Simon Flatman**, **Dominic Stroud**
4	29	**Bryan Docherty**, Inverkip **Steven Limm**, Tamworth
5	28	**Chris Bowers** **Lewis Voigtländer-Ford**

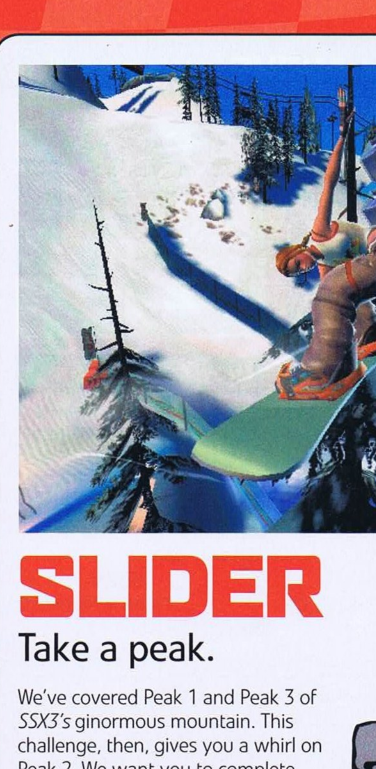
PIKMIN



GROWMIN

WE WANT To see how many Pikmin you can sprout in The Final Trial.
THE LAW Of the jungle.
TO QUALIFY 150
EVIDENCE A shot of the final level results screen so we can see how many Min you grew during the level. Make sure it's a clear one.
POINTS 30

1	253	**Chris Bowman** Edinburgh
2	239	**David Pugh** Saffron Walden
3	229	**Michael Harvey** Ellesmere Port
4	228	**Dave Every** Ellesmere Port
5	206	**Dermot Ryan** Mullingar



SLIDER

Take a peak.

We've covered Peak 1 and Peak 3 of *SSX3's* ginormous mountain. This challenge, then, gives you a whirl on Peak 2. We want you to complete Peak 2 Race's Ruthless Ridge section in 3:00 or less. Do it, and you'll have boarded your way to 40 ice-cool points. We'll accept photo evidence for this one, as long as the section name is visible.





ENTRY FORM



Name ....

Address ....

Postcode ....

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Defaced or illegible papers will be disqualified and burned in the furnaces of Hell, *pour encourager les autres.*

SUPER SMASH BROS MELEE
- ❑ KIRBY'S REVENGE ....
- ❑ ROCK ME ....

TIMESPLITTERS 2
- ❑ BRICKATHON ....
- ❑ IRREPRESSIBLE! ....

FILL IN THE SCORES!
- ❑ MILLIONAIRE ....
- ❑ WITH JAM ON ....

MARIO PARTY 5
- ❑ PANIC STATIONS ....
- ❑ JUMP! JUMP! ....

KIRBY AIR RIDE
- ❑ STRAIGHT RACE ....
- ❑ DEEP BREATHS ....

1080° AVALANCHE
- ❑ GATE EXPECTATIONS ....
- ❑ SNOW COMP. ....

BILLY HATCHER
- ❑ EGG ROLL ....
- ❑ DINO BUNDLE ....

WORMS 3D
- ❑ AAAARRRRR! ....
- ❑ BAA HUMBUG ....

METAL GEAR: TWIN SNAKES
- ❑ WOOOAH NELLY! ....

SONIC HEROES
- ❑ MISSION POSSIBLE ....

MARIO KART
- ❑ DESERT DRAG ....

SUPER MARIO SUNSHINE
- ❑ SOLID GOLD ....

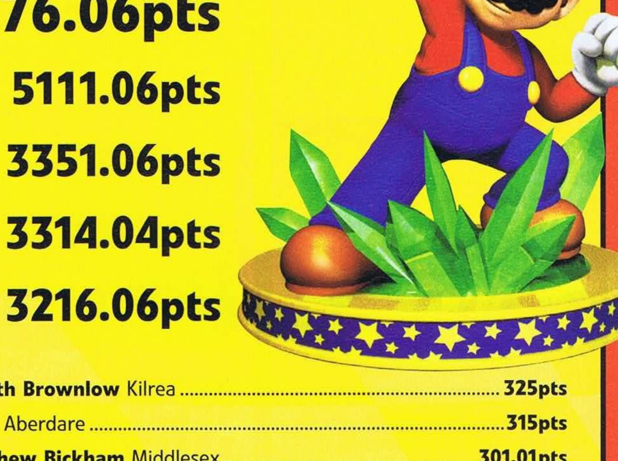
ZELDA WIND WAKER
- ❑ GOING POSTAL ....

PIKMIN
- ❑ GROWMIN ....

FINAL FANTASY CC
- ❑ DOWN AND OUT ....
- ❑ MOOGLE SEARCH ....

SEND YOUR ENTRIES TO… I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

THE LEADERBOARD
WHERE ARE YOU NOW?...



1 Matthew Pellett Spalding **5576.06pts**
2 Rex McGee Trowbridge **5111.06pts**
3 Steve Brooks Broughton Astley **3351.06pts**
4 Bryan Docherty Inverkip **3314.04pts**
5 David Pugh Saffron Walden **3216.06pts**

6 Andrew Grieve Rotherham ...3187.07pts
7 Dave Every Ellesmere Port ...2945.05pts
8 Peter Bottomley Cheshire ...2654.04pts
9 Martijn Heule The Netherlands ...2529.04pts
10 Chris Fletcher Stockport ...2098.03pts
11 Ewan McKenzie Dumfries ...2086.01pts
12 Dermot Ryan Mullingar ...2070.05pts
13 Lewis Voigtländer-Ford Milton Keynes ...1860pts
14 Andrew Mills Dundee ...1773.03pts
15 Rob Jones Poole ...1747.02pts
16 David Lent Leeds ...1741.01pts
17 Michael Rothwell Wallasey ...1602.02pts
18 Phil Hughes Cheshire ...1527.02pts
19 Dominic Stroud Gloucester ...1523.03pts
20 Mark Gibson Dumfries ...1293.03pts
21 Ben Bryce Worthing ...1151.01pts
22 Simon Mason West Parley ...691.01pts
23 Michael Seaward Stanley ...626.01pts
24 Steven Limm Tamworth ...621.01pts
25 Adam Pollard Dorset ...615pts
26 Dean Hailstone Jarrow ...562.02pts
27 Barry Lewis Dairsie ...560pts
28 Christoffer Lindgren Sweden ...526.01pts
29 Eskil Vestre Norway ...500pts
30 Andreas Nakkerud Norway ...490pts
31 Scott Littlewood Norwich ...445pts
32 David Williamson Bathgate ...440pts
33 Daniel Sneddon Bingley ...401.01pts
34 Gordon Yeung Cardiff ...386.01pts
35 Josh Jones Barnstaple ...380pts
36 Josh Ryan Dursley ...350pts
37 Alasdair Campbell Elston ...335pts
38 Andrew McGrae Southport ...330pts
39 Gareth Brownlow Kilrea ...325pts
40 Mr S Aberdare ...315pts
41 Matthew Bickham Middlesex ...301.01pts
42 Mark Puddifoot Swindon ...280pts
43 Norman Glover Cleveland ...270pts
44 Toby Lynch London ...260pts
45 Michael Robinson Cumbria ...256.01pts
46 Tim Osborne Newcastle-under-Lyme ...255pts
47 Thomas Cox Birchington, **Josh Symons** Bristol ...240pts
48 Banjo-Fella, Sam Rogerson Milton Keynes, **Jack Rountree** France ...235pts
49 Hollie Eggleton Trowbridge ...230pts
50 Matthew Reynolds Tamworth ...225pts
51 Julia McClay Langley Middleton **Jason Leverett** Great Yarmouth ...220pts
52 Harold Rooney-Nugent London, **David McDonald** Warwick ..215pts
53 Matthew Reynolds Tamworth ...210pts
54 Ian Steadman Farnham Common ...206.01pts
55 James Walker Worthing ...205pts
56 David Gruber Norwich ...200pts
57 David Cathrine Edinburgh ...195pts
58 Andy Whittle Leigh ...191.01pts
59 Simon Flatman Northampton, **Chris Richards** Pontypridd ...190pts

Each month, the totals will be totted up and balances displayed in the Big Table™. The top five spots at the end win goodies – Numero Uno gets not only planet-wide admiration, but hard material goods. We keep track of every entrant's scores, so you can boost your points each month and move onto or up the list. Send us your entry today!



PHOTOGRAPHS

1. Use a fast film (200 or 400 ASA).
2. If you're using a digicam then use a slower shutter speed.
3. Turn off the camera's flash (or cover it up) and draw the curtains.

PLEASE NOTE: Any doubts over the legality of your entry will lead to instant disqualification.

VIDEO TAPES

1. Plug the Gamecube TV lead into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Find a spare channel on the video and search for the signal.
4. After recording the challenge, rewind the tape. We can't return tapes, sorry.

HEY! IT'S THE CONTINUATION OF...

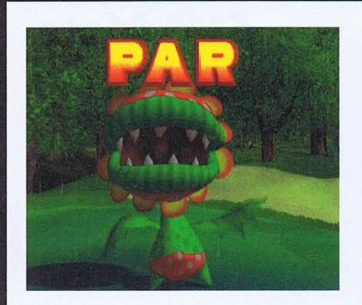
GAME ON!

NGC READER CHALLENGES


There's an avalanche of new games about to hit us, so you'd better put your thinking cap on. We want your best ideas for new ways to play old games. And, indeed, the latest ones as well. The likes of Shigsy and Yuji Naka have done the hard work for you, creating games you can't help playing. Now you can return the favour by making those games last that leeeeeeetle bit longer.

Of course, we're not expecting you to do it for love. (Although you would, wouldn't you? *Wouldn't you?*) No, we're giving a brand-new Gamecube game drawn at random from special Geraint's special drawer to the person who sends in the best Game On each month. Send your ideas to Game On, **NGC**, 30 Monmouth Street, Bath, BA1 2BW.

MARIO GOLF: TOADSTOOL TOUR







ROUGH WORK

Charlie Sullivan,
Address unknown

Here's an odd little challenge, although one that's well suited to players like Paul Edwards whose golfing tactics can be summed up in two words: lump it.

Playing as any character on Stroke Play, Lakitu Valley, you must get at least par on as many holes as possible, but you're not allowed to touch the fairway. It's okay to land your ball on the rough, though – you don't have to get onto the green from the tee. And we'd recommend not landing in bunkers, either. They're not the fairway, true, but you might have a hard time scoring par after landing in a sandy hole in the ground.

To help you out, Charlie suggests using Star Petey Piranha for this one.

HOLES  ALL 18  9-17  1-8

POKÉMON COLOSSEUM







LEVEL UP

Daniel Hayton,
Rossendale

Poor Dark Pokémon; they don't love their trainers and they've only got the one attack type. To make matters even worse, you can't level up your captured Pokémon in *Pokémon Colosseum* until you've cleared them of Darkness, something which can take a little while and may require all sorts of fussing and stints in Pokémon daycare. You'd better be good at helping your captured 'Mon for this challenge, though.

Your task is to get Espeon to as high a level as possible by the end of your battle with Venus. This means you'll need to clear it of its Darkness in advance, ready for the battle. Sounds simple? Well, she's got Steelix in her line-up, so you need to watch out for that.

LEVEL REACHED  39  31  28

ZELDA: WIND WAKER



FORTY ROUNDS

Michael Archer, Caterham

Go to Outset Island, to the place where Link has to fight his way through 30 of the 40 rooms in the Savage Labyrinth to get a Triforce chart. **Now, without using any potions or fairies, fight your way through all 40 rooms, losing as few hearts as possible.** It's not as easy as it sounds, as you'll be facing everything from Chu Chus to Mothulas to Bokoblins, and the medal you get depends on how many hearts you lose.

HEARTS LOST 0-5 | 6-10 | 10-15

SUPER MONKEY BALL 2



SCORE LIMBO

David Gruber, Norwich

There's nothing like an animal in a ball, its legs scampering furiously to spin its spherical prison. A piece of cheese in a shoe? See. There's nothing like an animal in a ball. Apart from an animal in a ball. Mmm. For this challenge you've got to **play Monkey Target and get the lowest score possible over six rounds**. Yes, you could land in the water every time, but for this challenge, landing in the water nets you 200 points each time you do it...

SCORE UNDER 100 | 101-300 | 301+



NOW IT'S YOUR TURN...



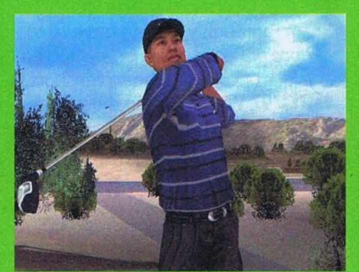
Have you discovered a weird and wonderful new way to play Nintendo games? Can you sum it all up in about 100 words? If you have a challenge you'd like to share with other **NGC** readers, then we want to hear about it. Jot down a quick explanation of what you've got to do on a piece of paper, set three suitable levels of achievement for gold, silver and bronze medals, stick it in an envelope, and send it to...

GAME ON, NGC Magazine, 30 Monmouth Street, Bath BA1 2BW. Or email ngc@futurenet.co.uk, with Game On as the subject line.

We'll take challenges for absolutely any game on the good ol' 'Cube, but this month we're particularly interested in...

SPIDER-MAN 2

SECOND SIGHT


TIGER WOODS 2005

WWE DAY OF RECKONING

THE BEST GET PRINTED RIGHT HERE, AND OUR FAVOURITE CHALLENGE WILL WIN A SHINY NEW GAMECUBE GAME. DEAL?

30 MONMOUTH STREET/BATH/BA1 2BW

MAILBOX

EMAIL US!

Got something to say? Run out of stamps? Guards won't let you near a pen? Then log on to the interweb and 'get' us 'at'...

ngc@futurenet.co.uk

Include your *name and address* so we know who to credit the letter to. Do it! Do it! Do it now!

STAR LETTER

The winner of the Star Letter receives a bundle of gaming gear courtesy of Joytech, incorporating two Advanced Controllers, a gold-plated RGB Scart cable, an 8Mb memory card and a GC/GBA link cable. Mint!

JOYTECH

'Third-party'

In **NGC**/97's mailbox you stated that *Mario 64* was better than *Mario Sunshine*, yet they both got the same score. Why is this? The only aspect of *Mario 64* that I can think of that makes it better than *Sunshine* is its size, yet you still prefer the original. This got me thinking – with all this talk of Revolution and DS, is originality that important?

Look at the evidence. Your **NGC** Essential list – out of the top 20, almost every game is either an update or a direct sequel. Only *Viewtiful Joe* could claim otherwise. The same goes for the GBA – the only real original must-have game is *Wario Ware*. Two games from your ten Most Wanted (*Second Sight* and *Geist*) are new franchises, but are hardly revolutionary. I'm not saying that there isn't enough original material – far from it. New ideas like *Pikmin* are always ignored, while licenses and sequels litter the charts. Why are we complaining about the lack of originality when we don't buy it when it's there?

Nintendo are still trying new things, but the real 'revolutions' are behind them. People complained about *Double Dash* because it was too different, but had Nintendo made a nicer-looking *Mario Kart 64* the same people would have moaned about it being too similar. It's not like anyone disappointed by *Mario Sunshine* is going to be put off the series – they'll be the first in line to buy the next game. And remember the uproar when 'Celda' was unveiled? Everyone wanted an ultra-realistic *Ocarina of Time*. But if we'd got it, we'd all be saying "it isn't original enough".

What I'm saying is that originality is no longer a commanding factor. Instead, games are being judged on the strength of their predecessors. *Wind Waker* was the best Zelda yet – you said it yourself – but because the differences between it and *Ocarina* weren't as 'revolutionary' as between *Ocarina* and *A Link to the Past*, it was viewed as inferior. The same happened to *Mario Sunshine*. This doesn't seem fair. Updates and new ideas should be viewed on how good they are, not how much better they have become.

Worse still, it seems only Nintendo fans are guilty of this. When *Halo 2* is released, I can't see any Xbox owners complaining that it's too similar to *Halo*. Our expectations are too high. When people judge games not on their quality, but how different they are from their previous incarnations, it makes the whole process seem futile. A great game is a great game, surely.

Dan Robinson, Skipton

To answer your original question, I prefer* Mario 64 *because I found it more fun, not because it was bigger. Good points, very well argued. Ed

'Red and black'

I am thoroughly looking forward to *Prince of Persia 2*, but I was shocked by the lack of colour in the screenshots in **NGC**/97. When I turned the page I thought I had gone colour blind; all I could see was red and black. I understand that the game has the new darker image to live up to, but are we going to be faced with *Splinter Cell*-like darkness? I was also wondering about this new character who'll be helping the prince. I really hope that she is optional or can at least hold her own. I was sick of wasting my sand in *PoP 1* just because Farah got speared.

Chris Banerji, Ponteland

That's all Ubi Soft supplied us with – red and black screens. We did see greenish, yellowish and brownish scenes too, so it's not all going to be so dark. Ed

Bonus Letters

I would love to see a Legend of Zelda movie! I would kill to see one!
Rory Whittle, Houghton-le-Spring
Starring Elijah Wood? Ed

The security guards are gonna have to drag me kicking and screaming.
Sebastian Chodakowski, via email
They're just doing their job. Ed

AiAi looks like Billy, MeeMee looks like Rolly, Baby like Chick and GonGon like Bantam. Do you think they're related?
Carl Knight, Bolton
Or drawn by the same artist. Ed

This is what people really need, rather than rubbish blue hedgehogs who could be killed by Young Link's milk taunt.
Keiron Harman, Torquay
Milk? Ed

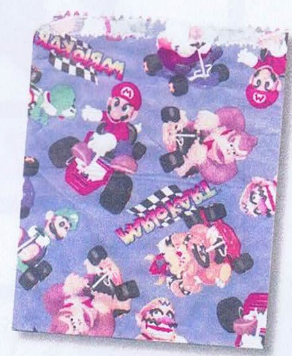
Dr David Doak is something of a god to me.
Jon Fuller, Kent
A god we've all pumped full of lead. Ed

Smellovision.
Jay Chalmers, Codicote
Phew! Ed

'This bag'

I found this amazing bag when I was in Norwich recently. I went to a museum in the city centre and my sister bought something from the gift shop. This is the bag they were giving away. I would have *paid* for this bag! Every shop should give away bags like this. This bag is the best reason to visit Norwich. I hope you treasure this bag. It's hard letting it go.

Paul Bolton, Leeds



What a fine, faded, backward-printed bag! Ed

'Tops it'

In **NGC**/94 there was a picture of a guard in *Metal Gear Solid* who died in a dodgy position and you asked if anyone can top it. I don't think this tops it but I think it looks weird. It's from the first level in *Hitman 2*.

David Morrish, via email

So, any advances on this dead man walking and his pal? Ed



△ Maybe it's just us, but it looks like that leg starts somewhere *above* the hip. Most odd.

HONOURABLE MENTIONS

Thanks to everyone who wrote in, including (but not limited to): Brian McCarthy, Cork; Norman Glover, Moorsholm; William Collinson, Ripon; Sean Brattan, Hedon; Chris Horner, Carrickfergus; Ross Hetherington, Redditch; Sam Wright, Appledore; Lewis Jaffa, Earnley; James Whittle, Ipswich; Jonathan Bridges, Poole; Ben Laine, Barnet; Kerry Young, Tunbridge Wells; Josh Evans, Rhoose; Reece Jackson Jones, Kent; Ben Dawson, Hull; Tony Southion, London; James M Bennett, Bewdley; Robert Ballantyne, Galashiels; Ian Colley, Scotland; Sam Rose, Bingham; Mike Emeny, Lincoln; James Maloney, via email; Matt Shearn, Bristol; Luke Oakes, Quarry Bank; Andy

'Wireless'

One of the main new features of DS (which is now looking very pretty, I might add) is the fact that it is 'wi-fi' compatible. How does it actually work, though? Will you need some kind of wireless access point to connect, or will you be able to do it anywhere? Nintendo have never expressed any interest whatsoever about online gaming, so will any of their games even be internet ready, or will the only internet-ready games be third-party games?
Sam, Hampshire

We'll do a feature telling you exactly how to connect as soon as we get our hands on a finished DS. Essentially, it's going to require buying a wireless access point for your broadband-enabled home computer, or visiting one of the many internet cafes that advertise '802.11' wireless internet. Ed



'It's genius'

I have formulated a plan for Nintendo to win the console war, in three easy steps:
1. Release Revolution with a standard memory card of titanic capacity, at least a gigabyte or so.
2. Provide a built-in way to transfer memory card data through Nintendo servers.
3. Release many first party, moddable games. I'm not talking *TimeSplitters 2* map editor here, I mean the design tools they used to build all the actual levels in the game.

Think about it; it's genius. Any game which took advantage of this functionality would instantly have infinite replay value. With such a huge pool of creative ideas, you'd get an endless supply of levels to breathe new life into old games. There could be an official modelling tool, and games could use a standard format to import user-created models or models from other games. And a face scanner. I would create the first decent Kirby game since *Superstar* using Mario's engine. I know it's not a new idea, many PC games have huge modability but has it ever been applied to consoles?

It would mean games became more original and innovative, too. Who's going to buy another shoddy platformer when they can make it themselves with another, more advanced game's editor? And no more rubbish movie tie-ins.

But it would never happen. The screaming masses are baying only for blood and they want it in the form of soulless, empty games with face-melting graphics which they can show off to their similar-minded pals. And Nintendo gave in to them! The new Zelda is *dull*. How are they going to achieve the same character, the same amount of expression in Link's face? All they had to do was burn down that stupid boat and give us a game world with more than two square metres of playable land mass.
Stuart Taylor, Edinburgh

Personally I'd rather play games designed by the experts at Nintendo than something knocked up using an editing package. The people with the skill to do it well all work in the games industry. Plus you'd need a keyboard, monitor, mouse and hard drive. In other words, a PC. Ed

Bonus Letters

There has never been a better time to print my letter.
Oliver Beatson, Eastbourne
10101110. Ed

I'm certainly not handing over my hard-earned notes to a sweaty guy.
Dean Pesani, Wokingham
Oh, please. Ed

Link has a quiet dignity. Like I imagine Paul does.
Luke, via email
You imagine wrong. Ed

I would rather poke my own festering turd with a stick.
Matthew Costello, Liverpool
I give that a nine for Mastery. Ed

These games have turned out to be shher gaming magig.
Brad Finney, Whitwick
Fffr shher... Ed

On telly today some idiot jumped over a pole and won a medal. A MEDAL. I'll be taking that boy's name, you mark my words.
Reggie Fils-Aime, via email
Yes sir! Ed

As much as I enjoyed Madame Greener's 'Where the heck is Mario 128' article in issue 96, I'm afraid that most of her conclusions should be disregarded because her divination method was flawed.
Matthew Prior, Great Yarmouth
Useless psychic hag. Ed

'PC gamer'

In reading Mr Darren Fitzpatricks's letter in **NGC**/97 (about **NGC** overrating Nintendo-branded games), I find myself getting very, very angry. Not only is his point utterly stupid, but I'm sure that if he checks, he'll find that he's well beyond his rights to declare his own opinions as universal truths. I'd also bet my very last penny that he's a dedicated PC gamer.

I will admit, Nintendophile as I am, that I was disappointed by *Sunshine*, and found 96% to be pretty generous... I thought *Prime* and *Wind Waker* were far superior. But I could at least see its appeal.

See, I have a friend who thinks *Mario Kart* is massively overrated and that *Mario Sunshine* is rubbish. He hates and loathes the Zelda series with fiery passion, and compares *Metroid Prime* to *Deus Ex*. He's also a PC gamer, and a devout one at that.

Don't get me wrong, there are some cracking PC games around, but I digress. PC gaming and console gaming are certainly two very different styles of play, so why can't people appreciate and enjoy both, rather than spark conflict and estrange themselves from a whole other, equally enjoyable experience?
Alex Lesser, Bury St Edmunds

Eh? Where did all this PC game talk come from? Ed

'Combined best'

Currently, to keep track of high scores and fast laps between several people we have to create a spreadsheet (don't laugh!) and everyone at work who owns the game fills in their scores so we can see who rules. Seeing as the Gamecube allows for two memory cards to be plugged in at once, why don't the developers add the ability of syncing the scores on two saved games and therefore only show the combined best scores? *Burnout 2* or *Mario Kart* would benefit from this and give the games even longer life as you try to beat your mates' (proven) scores. Just sync the scores mind, you wouldn't want anyone unlocking portions of the game for you would you?
David Hardy, Grantham

If I remember correctly, Wave Race 64 had a similar feature. Wonder why nobody bothers doing it these days... Ed

CORRECTION CORNER

On page 109 of **NGC**/96 you talk about a tactical 12-gauge shotgun when in the picture the character is clearly holding a normal shotgun. Explain that.
Bill Hardie, Glusburn

A lack of basic shotgun knowledge is inexcusable for a games magazine. We shall all be attending the next Future Publishing firearms refresher course. Ed

On the front of **NGC**/97 it says *Mario Golf* on GBA, but then it isn't in the mag.
Stuart Watt, Glasgow

Yikes! Erm... At least it was in the release schedule. Blame it on Geraint. We do. Ed

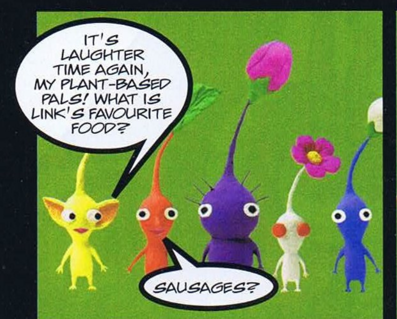
On the spine of **NGC**/97 you printed Wario Wario Inc. instead of *Wario Ware Inc.* which could easily fool someone unless they looked at the front cover.
George Jennings, Tuddenham

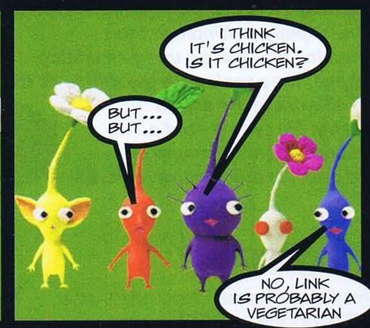
Spines, eh? Tsch. Ed

McColl, Gosport; Andrew Shellard, Kent; Tom Williams, via email; Martin Wan, Newark; Thomas Bignold, Dorset; Adam Parker, Chester; Michael Rumsby, Alton; Peter Sparks, Grantham; Eelco de Vries, Netherlands; Paul Morgan, via email; David Treharne, via email; Daniel Proudlock, Nottingham; Patric Magnusson, via email; Jack Parker, Rhyl; Joshua Jasper, Leicester; Nick Hall, via email; Lewis Miller, via email; Adam Meredith, Stafford; Lucy Toner, Ireland; Gareth Johns, London Colney; Ian Anderson, Co.Antrim; Chris Hill, via email; Adam Martin, St Helens; Andreas Norheim, Norway; Martin Dunn, Ashington; Stephen Jefferies, Dorchester; Matthew Reynolds, Tamworth; Jack Lovell, via email. Thanks, everybody!

GriNtendo!

SEND US YOUR NINTENDO JOKES! MAKE THEM GOOD AND YOU WIN A GAME. BUT IF MR WHITE FAILS TO SEE THE FUNNY SIDE, THE YELLOW PIKMIN DIES. HORRIBLY.
THIS MONTH: TIM MOULE FROM CAMBRIDGESHIRE









WRITE TO... GRINTENDO, MAILBOX, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW **OR EMAIL** NGC@FUTURENET.CO.UK

'Cynical ploy'

I've recently completed *Metroid Prime* and have started working my way through to finishing the game 100%. I quickly found that collecting every last item and scanning every last object is almost impossible without a strategy guide, so I went out and bought one, even though I had already beaten the main part of the game.

But then even with my guide I still had problems. Some of the objects you have to scan to get your 100% are only seen once in the game. Of course, with so much scanning to do, I had missed a couple of these 'vital' scans. The only way to get the few scans I needed was to restart the whole bloody game, and try again! What a rip off!

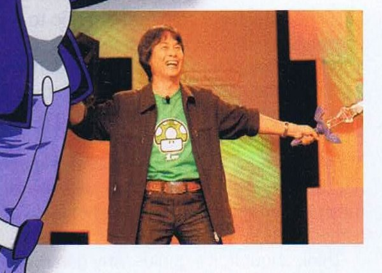
This is all just a cynical ploy by the developer to increase sales of strategy guides and increase the lifespan of the game. And it doesn't only apply to this game: In *Wind Waker* you only have one chance to take pictographs of certain creatures, and if you miss your chance, that's tough. And there's no way you can collect all the blue coins in *Super Mario Sunshine* without a strategy guide to help. What's worrying is that these are all flagship Nintendo titles, not some run-of-the-mill rubbish. It didn't used to be like this. It was quite feasible to complete *Mario 64* without any help, 120 Stars and all. And I've never before been told that I have to restart an entire game if I want to totally complete it. What's happening to the world?
Tom Laverack, Crowthorne

When I played* Metroid *I scanned everything until I got to the second boss which, in the excitement of the battle, I forgot to scan. No 100% completion for me, then. Of course somebody must have found all that stuff so they could write the strategy guides in the first place, but that somebody is not your average gamer. Which is why I don't write tips. Ed

'Fan-arted'

I have been reading your magazine for quite some time now, and to skip to the chase, I fan-arted Enjiki. As you can see, she has the SNES-controller attached to her belt, and not something fancy like the NGC controller or the GBA SP. I say it is about time we give an honourable mention to the best home console Nintendo has ever produced.
Øyvind Sørøy, Norway

Nice work, and Enjiki's clearly lost some weight, but how does 'fan-arted' differ from 'drew'? We need to know! Ed



'Blacksmith'

Just wanted to point out that including a sword and shield with the new Zelda would not cost up to £500 at all, really (Mailbox, NGC/97). You may have seen some replica swords for about £150 a piece, right? Well in fact you can get ones in the North from just £35. But best of all is to get them from websites which sell them.

If you want a specialised one you can always get in touch with a local blacksmith and see if he can make you one. But it all depends what metal and what designs you want. A sword like the one Link used in *Ocarina Of Time* would probably cost around £70.
Nathan Graves, Goxhill

I stand corrected – Legend of Zelda with a sword and shield would cost under £200, and would have the distinction of being the first Nintendo game to come packaged with a lethal weapon. Ed

SO TELL ME THIS...

You send question. Brain figure out answer.

1. Is Wario Ware GC worth buying if you have the GBA version and only one other person to play it with?
2. Is Animal Crossing worth getting if you don't know anyone else with it?
3. How much will DS games cost?
4. How likely is it that Nintendo keep their word and launch DS in spring?
Marco Belmonte, via email

1. It's good, but the more players you have, the better it gets.
2. Yes. Four people can play on one save slot.
3. Pure speculation: £30.
4. Very likely.

1. On their website Nintendo have a list of all the Japanese developers making games for DS. Konami have a game called Ganbare Goemon. *Is the purple-haired Ninja of justice making a comeback?*
2. Atlus is supposed to be developing "Snowboard Kids" for DS. Is it just a port of the N64 classic or a totally new game?
3. Is Atlus developing a Choro-Q game? Wasn't this a racing game about wind-up toy cars that scored – 10% in ye olde N64 mag?
4. Any chance of a new Secret of Mana *game?*
5. What ever happened to Andrea's Big Stick? Did she take it with her or did it automatically self-destruct when she left?
James Phillips, Swindon

1, 2 & 3. You're going to see loads of enhanced N64 ports during the early days of DS, with added touch screen funtionality.
4. Yes – it's official.
5. She ceremonially burned it and tipped its ashes over James Ashton's car.

1. Is it worth collecting dog tags in Metal Gear*?*
2. Could there be a sequel to XIII*?*
3. Will the wi-fi on DS work in foreign countries? Also, will an American DS link to a British one?
4. Are there any F-Zero AX *machines in Britain?*
5. Will a US Animal Crossing *file link to a British one?*
Alasdair Henry, Morpeth

1. Only if you want to prove what a Metal Gear master you are.
2. Yes.
3. Yes and yes, although it may vary depending on the software used.
4. The Trocadero centre in London has one.
5. I can't guarantee you won't lose some data if you try.

Will DS be multi regional? Because if it is I'll be getting one imported as soon as it hits the shelves in the States.
Michael O'Shea, Newcastle

Yes it will.

NEXT MONTH
Heads up

RESIDENT EVIL 4

Only one magazine's playing the game the world's waiting for *right now.* (Clue: it's us.) Get our verdict.

PLUS!

LINK'S BACK...
... with a new hat. Find out just how good The Legend of Zelda: The Minish Cap is.

PAPER MARIO 2
Get the only verdict you trust in our massive review of the English language game.

GTA ON GBA
Before you fork out your cash, get our opinion. We won't let you down.



PLUS! STUNNING FREE GIFT - DON'T MISS IT!

BONUS!

- First verdict on GoldenEye: Rogue Agent!
- Metal Slug Advance – the best GBA shoot-'em-up?
- How to finish Pikmin 2 completely stress-free!
- The build up to the Nintendo DS launch in Japan!

Magazine contents subject to change – but only for the better!

Don't settle for second best. Get NGC INDEPENDENT NINTENDO GAMING

On sale: Friday 29th October

PROPHESYING THE NEWS OF TOMORROW WITH REAL-LIFE FUTUROLOGY

MADAME GREENER *Predicts...*

Looking into the future through crossed eyes…

THIS MONTH: SHIGSY'S FUTURE

Shigeru Miyamoto might have a Lego man's hair and a grin that mothers love, but beneath the innocent exterior is the hot, sticky brain of a videogame genius. You'd love to know what's going on inside it, wouldn't you? And what's in store for that grin, that hair, that man? This 'natal chart' thing is just the job.



1 Tea-spilling news! Peeking at Shigsy's chart here, Mars and Neptune are 60-odd degrees apart ('sextile') throughout October. Our Big Kids Book O' Astrology says this relates to 'dreams becoming reality' and travel by sea. Combine that with another sextile between Mars and Mercury on the 5th, which indicates 'the chance of a new contract', and the big astrological dial is pointing menacingly in the direction of Miyamoto considering – wait for it – *leaving Nintendo*. Tell you what, let's just pretend this never happened.

2 The big man's in a big bad mood on October 8th, as Uranus forms a pleasing right angle with Mercury and he will have 'problems turning ideas into reality'. Worryingly, that's just around the time *Wario Ware 2* – with its tippy, tilty rotatable control thing – arrives in Japan. A flop? Could be.

3 The period between the 8th and the 11th sees Neptune and Mercury smash into each other's cosmic paths (metaphorically speaking), which makes it an intellectually stimulating time for Senõr Shigsy. Throw in what they call a 'positive sextile' between Pluto and Mercury on the 11th – which oozes wisdom and thought – and the Miyamoto-mind is clearly working like a big horse. Puzzle game? Yes, we know, Madame Greener's misfired on that subject before. Humour her.

4 Mercury and Venus dance a cosmic jig of romance (metaphorically speaking) between the 15th and 19th, guaranteeing 'amorous adventure' for lucky Shigsy. But could it mean more of a 'pet project'? Because it coincides with Saturn and Mars crossing paths, too – pointing to a furrowy-browed Mrs Miyamoto vainly waiting for her hubby to come home from Nintendo HQ each evening. Sounds like unexpected last-minute work on our man's newest baby, DS.

5 Get this: love adventures for Shigsy from the 17th to the 25th, thanks to Venus cruising into Mars territory, and specific mention of someone with 'a strong personality.' Let's hope it's not an affair with Yamauchi or something. Brrrr.

6 'The world is your oyster', the stars promise, as Neptune and Mars join forces in the final week of October and new ideas and friendships form. Leading, bizarrely, to some kind of court case around the 29th. Never knew the lightning-fast travels of stars billions of miles away could be that specific, did you?

AND THE PREDICTIONS...

Shigsy to up and leave Nintendo in October? Move along, there's nothing to see here.

The new twisty-tilty GBA *Wario Ware* to sell something approaching seven copies in Japan.

Mr Miyamoto's brain to be directed at some kind of puzzle game. Yes, again.

Last-minute nightmares with Nintendo DS means an unhappy late October for 'The Hair'.

News of an unfortunate court case involving Shigsy himself to break at month's end.

Crabby old Madame Greener will be made to look very stupid indeed in a future issue.

THE METHOD HOROSCOPE

Shigeru Miyamoto

From Wikipedia, the free encyclopedia.

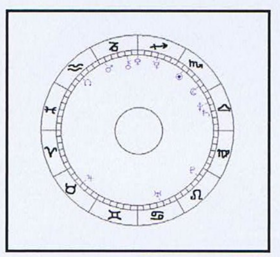
Shigeru Miyamoto (宮本茂) (born November 16, 1952) is t
Donkey Kong and related Mario games as well as the Leg
Nintendo. He is one of the world's most celebrated video g
called one of the fathers of the modern video game. His ti
control-mechanics and interactive worlds in which the pla
things for himself.

He is currently the Director and General Manager of Nint
and Development (EAD), the corporate sector of Ninten

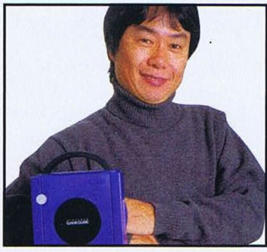
1. First, Shigsy's birthday is required. It's November 16th, 1952 – just 1010 days after the formation of the European Broadcasting Union!



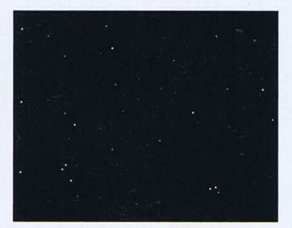
2. We also need his birthtown (Sonobe, near Kyoto), and his gender. That Shigsy is a man is the one thing every site on the internet agrees on.



3. Using the position of the planets over mama Shigsy as her bouncing baby boy popped out, we can draw Miyamoto's 'natal chart'. It's very pretty.



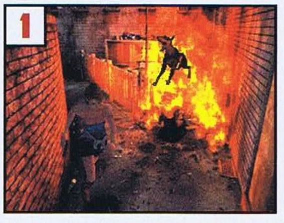
4. The chart shows that Mr Mario can be "ruthlessly blunt and revengeful" and is "likely to end up in the military". Good start.



5. By comparing the position of the planets at Shigsy's birth to their location now, we can *see inside his life*. It says here.

TOP 10: BAD DOGS

Ten reasons to plump for something safe like Hamtaro instead.



1 RESIDENT EVIL

Aside from the bloody, decomposed flank that makes him a definite Crufts no-go, this labrador's habit of welcoming you home by tearing your leg off at the calf makes him a very! Bad! Boy! Training method of choice: shotgun in face.



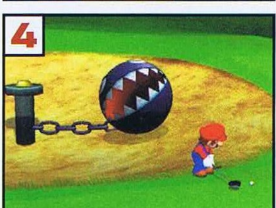
2 SCOOBY DOO

Cursed with more bad games than Paula Radcliffe, the spook-busting mutt will earn your house an immediate sub-50% rating if you invite him in. Incidentally, dogs are supposed to live 20 years max: what's the hold up here?



3 WARIO WARE

A hound dog cryin' all the time if you fail to shake its outstretched paws. Would go down a treat on Animal Hospital, at least until they found a cat that sings The Streets' 'Dry Your Eyes' when you take away its Whiskas.



4 MARIO GOLF

Chain Chomp isn't *technically* a dog, but try telling that to your ears as they shut down permanently to block out that endless canine bark. Keep away from children on account of razor-sharp metal teeth and football-sized metal turds.



5 METAL GEAR SOLID

Sort of a cuter version of *Resi's* dogs, in that each bite removes a small lump of cartilage rather than an entire limb. Spies tame them by pouring dog urine on their legs: then remember the equally effective squeaky bone toy in their pocket.

6 ZOOCUBE

Just a dismembered head, see.



7 ANIMAL CROSSING

In the '80s, the world stopped when a dog was found that howled along to the Eastenders theme. Now, dogs strum heart-rendingly simple tunes on an acoustic guitar. Really irritating – if only because it means he gets all the girls, the git.



8 HARVEST MOON

Cute and all, but what does he *do*? Guards your crops, but only if you actually give him food – where's the benefit? We're tempted to feed him straight to the horse. And don't even get us started on that bug-eyed excuse for a Chihuahua.



9 STAR FOX ADVENTURES

All credit to General Pepper for scampering up the career ladder to take command of the entire Cornerian space army – but we've heard he still jumps up on the sofa when mum and dad aren't looking.





10 LUIGI'S MANSION

All dogs go to heaven? Not this spook hound, cursed to haunt Luigi's backyard trips. Still, you'll feel a sad twinge as he whimpers his way up Luigi's hoover. Because getting all that ghost dog hair out of the hoover bag is going to be a right pain.







http://www.internetcorrespondent.co.uk

YOUR INTERNET CORRESPONDENT

The best of the 'net several weeks after it happens.

▪ Remember the giant wooden Nintendo multi-console from last month? No? Good, because it's already been consigned to the bin of obscurity by this: a man named Johnny Haddock, and his 'SNEX' - the upsetting matrimony of a SNES and an Xbox, held together with Lego. Yes, LEGO. There's even a limited edition with transparent casing and a Lego R2-D2 inside. "Look for my next project where I will put an Atari inside a stuffed moose head," he says, and we're not sure he's joking.
> webspace.utexas.edu/sah725/index.html
>

▪ You can't die happy until you've seen the Nintendo logo stretched across a man's buttocks. Sold out within a gnat's blink of going on sale, the Nintendo Controller Hot Pants are simply a pair of male briefs, with images of NES retro wonderment stamped all over the bits you'd really rather not be staring at. The site says they need to be hand-washed: although we've heard that if you press A, B and Start, they wash themselves, haha.
> hottopic.com
>

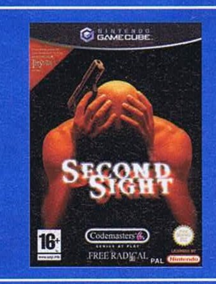
▪ We mentioned the Internet Archive, the nostalgia-feeding store of old 'net pages, a few months back. Now it's set up a new 'Game Videos Archive' section, featuring movies of high score attempts, old ads, and 'Machinima' - the art of cutting together game footage to make a little story, which must rank as one of life's oddest hobbies. God bless the site owners for helping preserve that video preview of Simpsons Wrestling for all eternity, anyway.
> archive.org/movies/gamevideos.php
>

▪ WWE wrestler John Cena is renowned for his freestyle rap skills, as well as winning the award for "Biggest Grapefruits" in the 2004 WWE Smackdown awards (not a joke). So it's no surprise that when he chooses to 'jabber down' on the subject of the NES, the results are a magical two-minute sparkle-ride on a dreamy flying rap machine. "I'm throwing you right back to the days / of 16-colour palettes and amazing ways". We're actually weeping here.
> members.aol.com/kobunheat/cena/cenarap.mp3
>

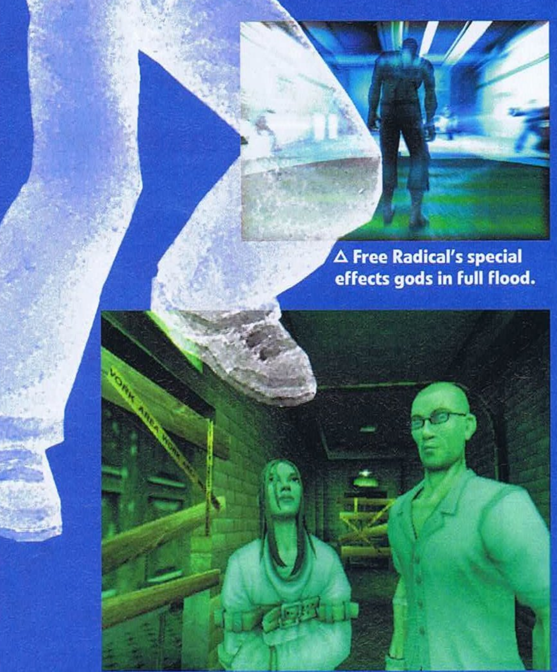
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Got a Nintendo-related link for Your Internet Correspondent? Email it to ngcyic@hotmail.com

THE MAKING OF...

SECOND SIGHT

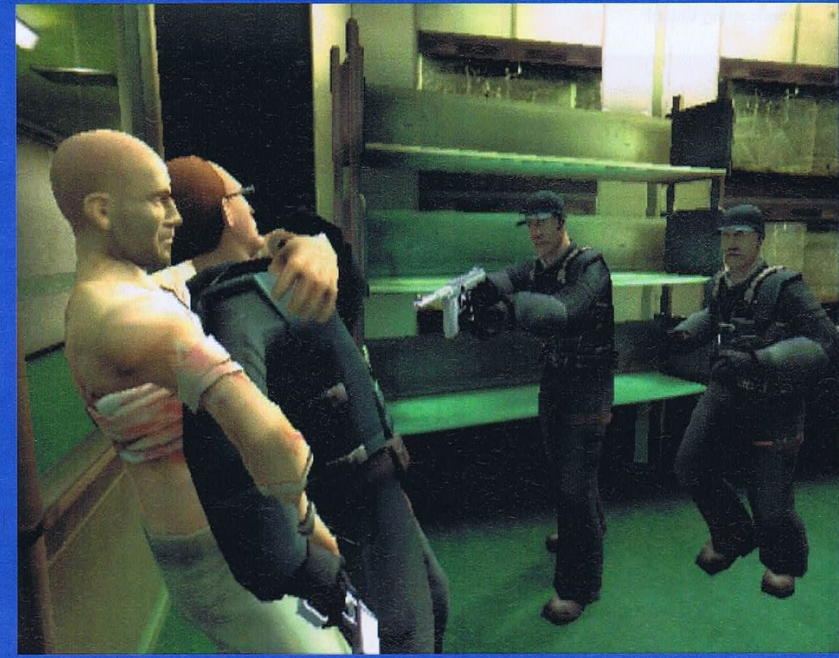


ngc00.boxes.s_sight.jpg



△ Free Radical's special effects gods in full flood.

△ We can't mention her. We'll ruin the plot.



△ Watch out for bald men in videogames: they're always very angry.

FILED BY: MARK GREEN



S*econd Sight* is Free Radical's first game. Yes, before you write in, we know that the *TimeSplitters* games hit the shops first – and that they seemed the natural 'next step' from the ex-*GoldenEye* programmers who formed the company. But before David Doak, Steve Ellis and Karl Hilton said, "Let there be sadistic gingerbread men, murderous squid and flamethrower-wielding monkeys", it was the dark, intelligent story of John Vattic that popped into their heads.

It's a stunning game with a rock-solid plot, a neat flashback system that lets you change the future by altring events in the past, and a thoroughly believable world. And in John Vattic, gaming finally has a hero who levitates objects by holding up his palm and squeezing his eyes shut, just like in the movies. It makes you wonder: why has no-one thought of doing a game like this before? And *then* it makes you wonder: hang on a minute – if *Second Sight* was bouncing around Free Radical's collective mind five years ago, what exactly was the holdup?

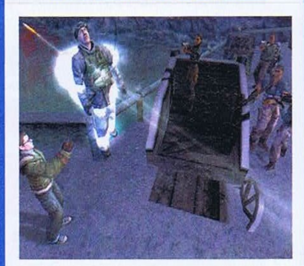
"IT MAKES YOU WONDER WHY NO-ONE HAS THOUGHT OF DOING A GAME LIKE IT BEFORE"

Second Sight was inevitably a risky project, says Mike Armstrong, Team Leader on the game. "It doesn't follow the traditional trend of sequels, licenses and so on. But the main reason we waited so long was simply the massive time, effort and polish that's needed to make a game of this scope these days. We wanted to ensure we had the experience and the resources to get it done."

A team of around 40 people worked on *Second Sight* – far fewer than, say, the 400-or-so who pitch in on some EA games these days. That included coders, designers, sound technicians and 'floating animators', who aren't staff members that levitate around rooms like the guards at the mercy of Vattic's telekinetic mind (disappointingly), but cut-scene and character artists who ping-ponged back and forth between *Second Sight* and the *TimeSplitters* games as they were needed.

Despite that, the similar look that the two games share is far from intentional. Lead Artist Rich Lord acknowledges the "slightly exaggerated realism" that oozes from all Free Radical's games, but explains that the big, bad world of

MENTAL



Just after implementing the ability that allows John to play keepy-uppy with enemies, Free Radical folk watched agog as GC-controlled soldiers reacted to a hovering colleague by gunning him down – a totally unplanned feature. Next: TimeSplitters 3 *becomes sentient and turns on its very creators.*

Publisher: Codemasters	Highest Gamecube chart
Developer: Free Radical	position: 1
Release date: 3rd Sept 04	Reviewed: NGC/97, 90%

MIND GAME

With present-day play in a US medical facility and flashbacks to Siberia, Second Sight's Lead Artist admits it was hard to create a unique look for each time zone while ensuring the two "belonged to each other". Success? Yessir.





△ ***Second Sight*** **is surprisingly violent for a game set at least partly in a hospital. Look at the red drops fly!**

Second Sight required a very different artistic approach from the disparate, time-hopping locales of *TimeSplitters 2*.

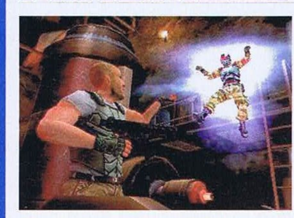
"We had to develop ways to deal with a world that is much more 'complete' than *TimeSplitters*," he says. "It was a big step up for the art people, a very different way of looking at things. We also tried hard to set a real mood for the game, by stealing the kind of colour schemes you see used in cinema. Mood is something the movies do very well, but games are only just beginning to learn."

Still, it was a while before the artists got to point their brushes at *Second Sight*. This game started with a story. Mike says you can see Free Radical beginning to stretch their narrative muscle by comparing the original *TimeSplitters* with its more plot-based sequel. But where those games were built up from gameplay ideas, *Second Sight* was based entirely on an initial cut-scene script telling John Vattic's story – the tale of a man who wakes up in some sort of medical facility with superhuman psychic powers and gradually reassembles his fractured past.

"We started by analysing the mood of the story and pinpointing its essential parts," says Rich. "Then we'd make sure they came through in our designs. Through every stage of development, we made

> **"IT WAS BASED ENTIRELY ON AN INITIAL CUT-SCENE SCRIPT TELLING VATTIC'S STORY"**

MINDMELD



Thanks to someone at Midway thinking the same way as someone at Free Radial, Second Sight found itself up against similar psi-stuffed thriller Psi-Ops. Free Radical's opinion? Mike: "It didn't change the direction we headed in." Rich: "In many ways, it just proved that the concept of a game with psychic powers was a fantastic idea."

△ Running out of psi power is always a bad thing, but at times like this it's a disaster. Can't heal, can't blast the enemies... It's going to be Game Over.

sure the visuals and gameplay really suited the story and the characters. We needed continuity everywhere, too, or we'd have ruined the atmosphere. That meant working hard on the look of John and the design of the environments, to make sure the two timelines worked together."

The result is an expertly-told story with several tea-spilling twists, and a more grown-up and disturbingly violent game than we're used to from Free Radical. Not that they've lost their sense of humour. There can't be many other developers who, after laying out initial storyboards of a game's story, have actually gone as far as physically acting out the cut-scenes to test their authenticity.

"Pretty much everyone on the team got involved in our acting sessions," recalls Rich. "We'd think about how the characters would be feeling, to see if they were working in a dramatic sense. Once that groundwork was laid, we'd feel a lot more confident in the final animation and could take a lot more time over it, knowing it would all fit together properly and tell the story the way we wanted it to be told. It was a lot of fun!"

"THE EXCELLENT VOICE ACTOR BEHIND VATTIC IS ONE OF FREE RADICAL'S OWN ANIMATORS"

But then acting is clearly in this company's blood. The excellent voice actor behind John Vattic's worried Canadian tones is none other than Andrew Lawson, one of Free Radical's own animators. His drama school training led him to give the Vattic audition a go, and he was chosen over several professional voice actors.

GO SLOW



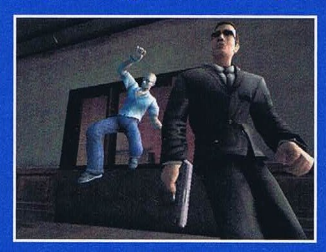
Some reviews have criticised the slow, stealthy start to Second Sight. Mike answers back. "I think the game does start slowly," he says, "because it's all about giving you the feeling that John is trying to escape from something. When you get out of the lab, you're really in the thick of it."

John and his psychic ways always formed the backbone of *Second Sight* – but what might surprise you is just how many of the game's most memorable features were late to the party. Such as the degree to which you can shove objects around with John's supermind. "That arrived pretty far in," says Mike. "There were two reasons for that. First, the targeting – it took a number of tries for us to hit on a system that made it quick and simple to select the item you wanted. Second, initial versions of the telekinesis control didn't allow you to manipulate the objects with the precision that you get in the final game."

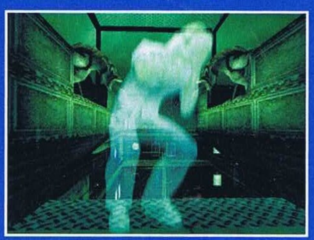
Such changes led to *Second Sight* "opening out", in the words of Rich, and the team realising the potential for newer features. "There

RADICAL IDEAS

So you thought developers got all their ideas from Shigsy?



1 Free Radical don't just count games as their influences. Karl Hilton says that the basis for *Second Sight's* visual style "came from sources as diverse as Dr Zhivago, The Exorcist and The X-Files." We're clearly in Mulder territory here.



2 Both David Doak and Karl Hilton have cited 1990 psychological thriller Jacob's Ladder – and its harrowing tale of a flashback-cursed Vietnam veteran losing his grip on reality – as a big influence on *Second Sight's* 'feel'.



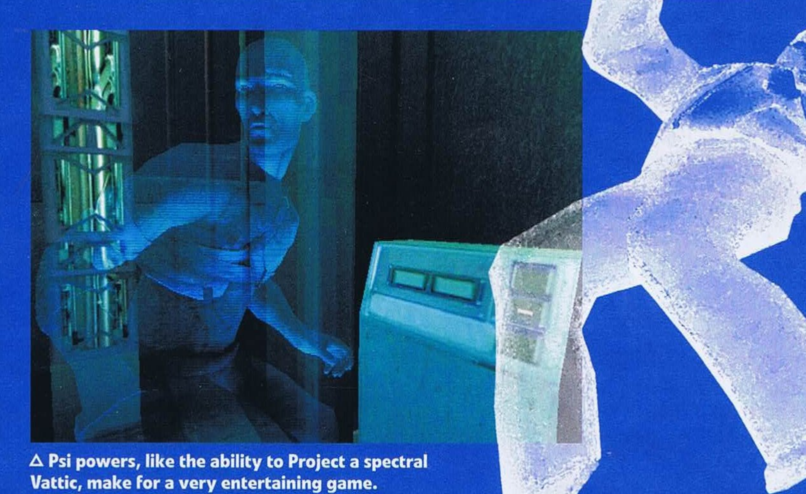
3 Steve Ellis says that the game's 'start in the middle, then flash back to the very start and work your way forward' structure was based on classic brain-bending movie The Usual Suspects. Only this has a firmer conclusion.



4 And *Second Sight* borrows from any number of Hollywood movies about psychic powers. For example, Stephen King's Carrie (without bloody, bug-eyed Sissy Spacek, obviously).



△ Television is bad for you, eh? If this guard had been watching the box, he might not have ended up wearing it as a hat.



△ Psi powers, like the ability to Project a spectral Vattic, make for a very entertaining game.

was a lot of discovery," he says. "I mean, we'd never really played anything like this before, so as soon as we started discovering how much fun it was, we really started playing with it and finding out for ourselves what players might like to do. That was the most rewarding part of the process."

Second Sight's superb sniper rifle system – a picture-in-picture view that lets you aim without losing the third-person viewpoint of John's surroundings – was one nifty result of such experimentation. "We were trying to figure out a method of giving the sniper rifle a 'tweaking' control like the other guns," says Mike, "so you could have those satisfying headshots. At that point we had the sniper rifle taking up just a bit of the screen when you raised it in first-person, so it was a logical extension of that. It was a joy to see a nontraditional third-person weapon working so well."

Despite the five-year gestation period, *Second Sight* wasn't announced until earlier this year, and had its first outing proper only five months ago at May's E3 event. The show's giant, sweaty collective thumb gave the game a big thumbs-up, leaving Free Radical free to concentrate on squashing final bugs. Which meant making sure John's psychic powers didn't offer unreasonably creative players a cheaty way around level objectives, and catching errors in the complex physics system.

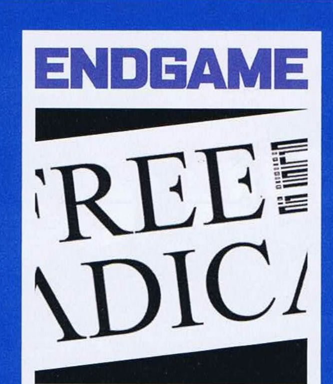
"Physics like *Second Sight's* are common in today's PC games," says Mike, "But it was a huge undertaking for a Gamecube title".

With the publisher's throne empty until Codemasters settled in a few months before release, Free Radical were able to concentrate on making *Second Sight* their way. The result is a real gamer's game, its open-ended 'solve-it-your-way' structure allowing you to "project your own personality onto the game", in Rich's words.

"The programmers here tested each other's levels towards the end of development," says Mike. "And we noticed that everyone plays *Second Sight* slightly differently. I like to go through with all guns blazing, whereas others tend to be more stealthy. It's great that the game allows you to do that – avoiding a linear route and letting you do your own thing. It'd be nice to think that all games will be like that one day."

"I LIKE TO GO THROUGH WITH ALL GUNS BLAZING. OTHERS TEND TO BE MORE STEALTHY"

ENDGAME



When we spoke to Free Radical, many of the Second Sight *team were still on holiday, recuperating from months spent tapping out the code that makes a bald man juggle human bodies. "We're planning a big meal to celebrate when everyone's back," says Mike. All washed down with ?*
"…"
Never mind.

WARP ZONE

Quick! Nip back to see magazine bits you might have missed…

Christmas 1999: Snow on the mag logo, a monkey on the cover and… a nagging sense of deja vu…

Jungle bells, jungle bells, jungle all the way… There's a (very loose) festive pattern emerging from Nintendo HQ. Christmas 1997: big monkey game. Christmas 1999: big monkey (and ape) game. Christmas 2004: er… you get the picture. Expectation rested heavy on the hairy shoulders of *DK64* back in '99. Could it possibly continue the success of the hugely successful *Donkey Kong Country* series on the SNES? Would it be sufficiently different to *Banjo-Kazooie*, whose 3D game engine it borrowed? And at £60 a pop (thanks to the crazy decision of not making the game available without an expansion pak), could anyone actually afford it? Answers: yes. yes, yes. Despite the hefty price tag and the fact that if you already owned an expansion pak, the extra one was a waste of money, this was great value. Around 30 hours of 'first time' gameplay, with stacks of replay potential trying to find every item, a selection of bonus games and a tidy multiplayer. Greener awarded it 93%.

"ORIGINAL"
Makes you wonder how this issue ever got out the door, with Greener playing *DK64* constantly – and *Super Smash Bros* finally arriving in the UK this month too. He gave it 90%, summing up with the immortal: "A truly original beat-'em-up which offers unrivalled enjoyment". How moving…

"ROCKET"
Other high-scoring games this issue include *Resident Evil 2* (90%), *WWF Wrestlemania 2000* (90%), *Rocket: Robot on Wheels* (88%) and *Worms Armageddon* (85%).

"STINK"
Think Diddy Kong stinks? *DK64* introduced the rest of the Kong mob – and two still make us reach for the sick bags.

LANKY
Orang-utans are in peril. But we still want to kill him. Bad?

CHUNKY
Ah, the gentle meat-head. Yes, every cliché's catered for.

"BEMUSED"
Star Letter this issue went to Dan Abels of Bristol who was one of many readers left bemused by Nintendo's decision to release Pokémon on the original Game Boy when most people (he knew) were upgrading to Color. Our response? "Yep, Nintendo should have taken the time to upgrade it. But *Red* and *Blue* are still both phenomenal"…

WISH YOU WERE HERE…

Billed as 'a personal journey into the world of exceptional games that have passed without so much as a whimper', Wish You Were Here sat where EndGC does today. Jes provided the chin-stroking in issue 36 with a look back at the brilliant *Body Harvest*. DMA's alien-invasion epic took three years to put together – but still ended up looking like 'the videogame equivalent of boiled cabbage'. Still, it played like a dream – albeit one filled with alien insectoid armies, moody music and over 60 different vehicles. Nighty night…



"BREAKS"
The worst game this issue (and one of the worst of all time on N64) was *Carmageddon 64*. We suggested you 'take it off the shelves, rip up the box and throw the cart repeatedly against the wall until it breaks.'



LEGEND OF THE OVERTON

Another month! Another picture of Wil Overton™ looking… y'know, *a bit grumpy*. Honestly, the Essex rogue's a ray of sunshine in real life! And that thick hair's his own. Why's he squeezing the foul life out of a soiled Pokémon? He was trying to create music for the team photo shoot (*Donkey Kong 64*-themed, see). We're suprised he didn't get out his piccolo…


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* Slowly open mouth until crack and/or bleed
* Insert fist in mouth
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* Repeat until sick

Leg tricep build
* Chase manservant, Frederick, until he falls to ground
* Slowly extend right leg backwards
* Hold for five seconds while barking at some volume
* Swing leg forwards at speed
* Repeat with left leg
* Repeat more
* Oooh, yeah

Name take
* Chase manservant, Frederick, until he falls to ground
* Take name

Eye training
* Stare at fixed point in distance
* Wave left hand horizontally across face, keep stare fixed.
* Repeat with right hand
* Hold for 60 minutes without blinking
* LEARN TO LOVE THE BURN, REG

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555-1563

1st June 2004

Dear Mr Fils-Aime,

Please find attached an invoice for the damage occurred to both our property and our staff during your stay with in May of this year. We expect payment to be made swiftly: we respectfully request that you refrain from calling us to scream "My name is Reggie!" and then slam your telephone headset against the table until it breaks, as before.

Kindest Regards,

Mr I. M. Hotel, General M

potential new catchphrases...
* Sit down and shut up, losers.
* Buy Nintendo, kids, or I drown a puppy.
* Can you smell what the Reg is punching?
* It's pronounced 'FEES-oe-MAY', actually.
* ~~My names Reggie, Im about pretty flowers. I'm about sunny days.~~

MR HOTEL, CALIFORNIA
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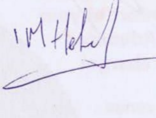
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Hi Reggie,

OK, OK, I'm sorry I suggested that Nintendo DS is gimmicky rather than a revolution in game control and a golden gift to developers. I've learned my lesson. Siberia is cold, and the wolves are circling. Please let me come home.

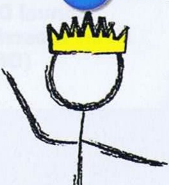
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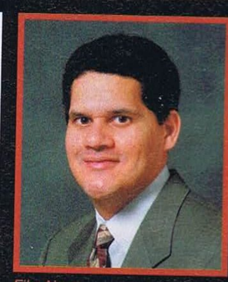
NINTENDO MARKETING EXECUTIVE TERRORISES CITY

REDMOND, WA Shoppers reacted in confusion and horror on Monday as a Nintendo marketing executive tore down Main St., yelling obscenities and upending cars.

Bare-chested and snarling "like some kind of genetically-engineered ape-man" according to one witness, Reggie Fils-Aime (pronounced "FEES-oe-MAY"), Nintendo's Executive Vice President of Sales and Marketing, embarked on a twenty-minute rampage of shame.

One terrified bystander described Fils-Aime drumming the sidewalk with his fists until they bled.

A spokesperson attributed Fils-Aime's actions to a Nintendo marketing meeting Monday, where sales of Nintendo Gamecube products were found to have fallen by less than half of one percent. A company employee described Fils-Aime turning "beetroot" before tearing off his shirt and crashing through the building's glass exit doors. ■


Fils-Aime: rampage of shame



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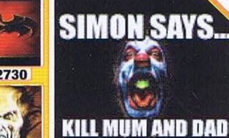




















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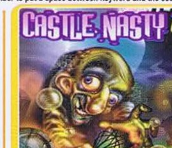
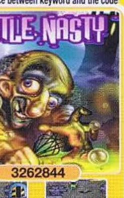
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busted - thunderbirds are go	3262755	rachel stevens - some girls	3262774	snow patrol - chocolate	3262793
armand van helden - my my my	3262756	v - hip to hip	3262775	sean paul - get busy	3262794
kanye west - through the wire	3262757	usher - burn	3262776	rozalla - everybodys free	3262795
sugababes - caught in a moment	3262758	the rasmus - guilty	3262777	robbie williams - rock dj	3262796
the killers - all things that ive done	3262759	**CLASSICS**		robbie williams - angels	3262797
the prodigy - girls	3262760	the prodigy - walls of jericho	3262778	red hot chilli peppers - under the bridge	3262798
dizzee rascal - stand up tall	3262761	the prodigy - smack my bitch up	3262779	red hot chili peppers - universally speaking	3262799

SOUND FX

TO ORDER text **true** followed by the item code to **86111**
please remember to put a space between keyword and the code

only* 45p

The wackiest real life sounds straight to your mobile phone



savage dog 3262806	tipsy tank 3262803	mad ape 3262809	police siren 3262810
machine gun 3262804	wicked witch 3262805	dipi cow 3262807	belch 3262808

colour animations

TO ORDER text **ani** followed by the item code to **86111**
please remember to put a space between keyword and the code

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bring your mobile to life with a cool colour animation



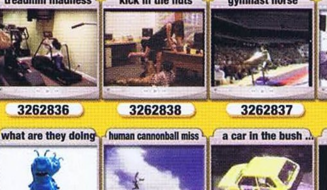
taxi 3263321	sneaky devil 3263323	DOOM 3223189	dancer 3223189
DOOM 3263322	evil allan 3263324	head banger 3263320	dancer 3263327

Animation compatablities YOUR PHONE MUST BE WAP! COMPATIBLE Alcatel 535, 735, Motorola A830, A920, C350, e365, T720e, V600, Nokia 3300, 5100, 6100, 6220, 6610, 6800, Panasonic GD87, Sagem MYG5, Samsung E700, s300, V200, Sharp GX10, GX15, GX20, Siemens S55, SL55, Sony Ericsson T610, T68i, z600, SPV E200. CAN'T SEE YOUR PHONE LISTED? GO TO WWW.UR-ANUS.CO.UK ON YOUR MOBILE OR COMPUTER TO CHECK NEW SUPPORTED HANDSETS.

crazy videos

TO ORDER text **mov** followed by the item code to **86111**
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download some of the most mental video clips straight to your mobile phone!

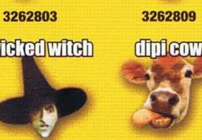



treadmill madness 3262836	kick in the nuts 3262838	gymnast horse 3262837	big jump 3262839
what are they doing 3262841	human cannonball miss 3262842	a car in the bush... 3262840	dancing yeti 3262835

YOUR PHONE MUST BE WAP! COMPATIBLE Nokia 3650, 6230, 6600, Siemens SX1 Sony Ericsson P800, P900, P910, SPV E200

celebrity ring tones

get your favorite TV personality as your ring tone
"You are a plonker rodney ... what a dipstick!"



vicky pollard	3262811	joey friends	3262823
trisha	3262812	happy birthday	3262824
trigger happy tv	3262813	gordon ramsey	3262825
stevie wonder	3262814	frodo and gollum	3262826
ozzy osbourne	3262815	frank spencer	3262827
ozzy osbourne 2	3262816	elmer fudd	3262828
oasis	3262817	dirty den	3262829
motson and hansen	3262818	del boy	3262830
michael jackson	3262819	davina mcall 2	3262831
michael jackson 2	3262820	david brent	3262832
martians	3262821	david blaine	3262833
lily and elton	3262822	big brother	3262834

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